

How to Play

SBURB

from Homestuck

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II. Introduction to Sburb

Sburb, also known by the Trolls as Sgrub, is an enormous video game that is superimposed over reality, with the singular purpose of propagating itself through the reproduction of Universes, thereby ensuring the stability of Paradox Space.

If you've heard of Homestuck, then this is the guide for you. If not, keep reading and see if you'd like to learn about it anyway! This is a guide on how you can play a version of Sburb with your friends, in the style of a table-top game. Keep in mind that there are some adult topics in this game for mature audiences, like how some species reproduce and general violence. These things can be omitted for younger audiences. For the purposes of this guide, text like the above in blue are purely in-game descriptions for the purposes of roleplay or immersion. The black text below it, like you're reading now, will further explain how certain concepts will work in the table-top version of the game. Sburb can support any number of players from 2 to 13 and theoretically beyond. Have fun!



III. Instructions for Play

This section breaks down the instructions directly on how to play the table-top game.

A. Reading the Guide

Like was mentioned in “Section II. Introduction to Sburb”, blue text gives in-game descriptions, whereas black text gives table-top game explanations. The entirety of “Section III. Instructions for Play” is in black text, for this section just explains how to play the game from a table-top perspective. Many further sections after “Section III. Instructions for Play” delve into the specific facets of Sburb, explaining things both in blue and black text. Check those sections out if you need further explanation on any aspect of the game.

The sections of this guide are broken up as an outline, being first divided by capital Roman numerals, then capital letters, then Arabic numerals, and then lowercase Roman numerals, into progressively smaller subsections. If lost at any time, consult “Section I. Index” to find each section and subsection.

B. Game Master

Knowledge of how the game of Sburb works is not necessary for most players. In fact, learning how to play Sburb while playing it can be a fun way of experiencing it. However, playing Sburb requires one would-be player to take on the role of Game Master. The Game Master needs to be a dedicated person who performs many of the responsibilities needed to keep the game running. In

short, most players act as a single individual, but the Game Master acts on the behalf of the whole game world for the benefit of the players. Therefore, this guide isn't necessary for all players to read, but it is important that the Game Master keeps this guide handy when playing Sburb.

Many responsibilities fall under the Game Master's domain. Anytime a player takes an action, the Game Master can choose whether that action is plausible, deny the action, explain the consequences of that action, or lack thereof, and so forth. The Game Master may require a player to explain an action or intent to judge its plausibility. The Game Master decides the actions of all non-player characters, such as Sprites, Carapacians, and Denizens. In addition, the First Guardian can almost be seen as a representation of the Game Master, since the First Guardian is pseudo-omniscient.

The Game Master develops the story for the adventure, but by far the most important and difficult job of the Game Master is keeping time travel in check. When the player's titles are decided upon, the type of time player you have determines which set of time travel rules the Game Master applies. The goal is for the Game Master to incorporate the players' time shenanigans into the adventure as if the Game Master could see outside the timeline, but of course cannot.

Any time time travel is invoked, usually by the time player, the time traveler is required to specify to the Game Master for what purpose or intent the time travel is invoked. The Game Master then makes the call on what timeline scenario to invoke as a response to the time travel. Here are a few strategies for that.

If your time player has an active or destructive class, try focusing on the concept of doomed timelines. Via this method, when time travel is invoked, use it as an opportunity to create an alternate version of the story to be visited for just a short time before going back to the main one. This method would allow time travel to be

used to contribute to the alpha timeline. Keep in mind that most forms of time travel give players many chances to have extra turns.

Alternatively, have the new timeline be the alpha timeline, with the old one being the doomed timeline. When this is done, the Game Master has two options. All players can reset their characters to the past to conform to the new timeline, or the Game Master can go through each character and update them per the new timeline. The Game Master should do the former if the change is significant or the time gap small, but do the latter if the change is minor or the time gap huge.

If your time player has a passive or stable class, try focusing on the concept of stable time loops. This prevents any doomed timelines when invoked, but it can be incredibly useful to give the time player many chances for extra turns. The time player could abuse stable time loops to essentially replay the entire adventure several times over if left to their own devices, so the Game Master should be sure to only allow experienced time players to do this and provide challenges to keep the game interesting.

Even if a player doesn't invoke time travel, paradoxes are integral to the functioning of Paradox Space and Sburb, so stable time loops are bound to happen to non-player characters, objects, and even information. Therefore, a difficult but impressive way to weave these events into the story are for the Game Master to plant scenarios that are caused by future events and fill in the gaps later to make it look like that is how it worked all along.

For further information on time travel, see "Section XIII.C. Timelines". For further information on duties of the Game Master, keep reading this section.

C. Character Setup

This section breaks down the instructions on how to setup the characters for Sburb.

1. Creating Players

The ideal number of players to have in Sburb is four, but you need a fifth person to be the Game Master, making for a total of five people. However, while four is the standard, it can be as low as a single individual and as much as twelve people, but potentially even more. Note that having less than two people results in changing the type of session for the game. See “Section XII.A.1. Types of Sessions”.

Sburb is a long game. Think of it as one of those many-many-hour-long adventure role-playing games. The first session of the game, however, should be dedicated to character setup. The first thing to do is for the Game Master and the players to decide what kind of role-playing experience they want to do in the game. Here are a few suggestions.

The first suggestion is that you play the game very realistically. Have each player play as themselves in the game, starting in the environment of their own homes. This imposes a limitation in that the only items available for alchemy for each player are items to which each player actually has access. The Game Master needs to get a general understanding of each person’s home, or a certain element of trust is needed to ensure each player is honest about the items in their home. Note that this naturally requires that all player characters are Human.

The second suggestion is that you play the game imaginatively. Have each player create a character that may or may not resemble their real selves at all. This opens up many more

alchemy opportunities later on, but it is important to plan ahead. All players need to familiarize each other with the characters they want to play and the homes they want to have. The Game Master needs to get a general understanding of each player character's fictitious home, and the Game Master needs to ensure the plausibility of items that match the character each player has. For example, if a player of an arachnophobic character claims to have a spider costume, the Game Master has the power to question the plausibility of that claim and reject it.

Keep in mind that these are suggestions, and you can mix and match your playstyle for any type of experience you want, as long as it is agreed upon by all players before the game begins.

2. Creating Characters

Once the players are ready, they work with the Game Master to choose their characters. To create a character, each player needs to decide upon a Species, Homeworld, Technology, Mythological Role, Lunar Sway, Sign from the Extended Zodiac, and backstory. For detailed explanations for all of these things, see "Section IV. Players".

First all players should decide what species each player is: Human, Troll, or Cherub. Then you should all decide the Homeworld in which the players reside. Popular choices include the Human planet Earth and the Troll planets Beforus and Alternia. Then decide upon the era. The Homeworld and era should bring to light what kind of technology will be present in the game and accessible to players. Part of determining the era is deciding whether this session is before or after the end of Homestuck. This decides whether there is a Green Sun or Green Hole and how the Afterlife works.

The Mythological Role, i.e. Class and Aspect, Lunar Sway, and Sign of each player can be decided a few ways. While each

player could make their choice, or the Game Master could make the choices for others, the most interactive method for these decisions is through the use of Hiveswap's online Extended Zodiac quiz. The quiz can be found here:

<http://hs.hiveswap.com/ezodiac>

Keep in mind, however, that this quiz does not determine players' Classes, so that decision still needs to be decided by other means, either by the players or the Game Master.

However, the ideal way to play Sburb requires that each player not know their Class, Aspect, or Lunar Sway. These things are intended to come to light by playing the game. They can know their Sign, but it is possible to look up the associated Aspect and Lunar Sway with most Signs, so it is recommended that, if the players are told their Signs before the game starts, the Game Master should at least forbid the players from doing research into their Signs. Therefore, if the players use the online Extended Zodiac quiz to identify their Signs, the results of the quizzes should only be known to the Game Master and left to be discovered by the players, aside perhaps from the Sign itself.

The Game Master, however, must make an adjustment before beginning the game or revealing any Signs. Each game session requires one player with the Time Aspect, as well as one player with the Space Aspect. The only exception to that rule is that if there is only one player in the game, that player must be either a Time player or a Space player. If there are only two players in the game, one must be a Time player while the other is a Space player. Any additional players can be anything at all. However, duplicate Classes and Aspects cannot be in a singular session unless every Class or Aspect has already been assigned to a player. Essentially, each player must be as unique as possible.

For example, here is what the Game Master needs to do if the results of the quiz or any other means of character setup are as

follows: Bard of Time, Rogue of Time, Sylph of Hope, and Sylph of Doom. One Space player is needed, but there is none. One Time player is needed, but there are two. So the Game Master ought to change one Time player to Space. Also, there are two Sylphs, so the Game Master needs to change one Sylph into something else, like a Witch, for example.

Lunar Sway is similar in this regard. Half of the players should have Prospit Sway, whereas the other half should have Derse Sway. The Game Master might have to adjust Lunar Sway to make that happen as well. The Game Master can make all of these calls purely from research in this guide and decides which players better suit certain Classes, Aspects, or Sways, but they can also just ask additional questions of the players to ascertain the situation. The important thing is to make it not known to the players what their results are so that they can discover it in-game.

Keep in mind that the signs of the Extended Zodiac quiz are intended for Troll players. Human players tend to pick any imagery they want. The quiz is still helpful, even for Human players, so the Game Master can learn each player's Mythological Role and Lunar Sway and make adjustments as needed. While all of this is being done, the players can write or craft their characters' backstories as they see fit. Make sure to include Ancestors in the backstories, whether they be a single generation ago or many. The Game Master can object to the plausibility of some character decisions, but ultimately it is up to each player. A majority should overrule any objections the Game Master has to any player's character design.

3. Creating NPCs

It is the Game Master's responsibility to decide upon the actions of the non-player characters. While the players can have some input, it is ultimately the Game Master's decision. The NPCs the

Game Master should contemplate before the game starts include: the First Guardian, the Archagents, the Carapacian Royalty, the Denizens, and the Sprites. After the first session of character creation, the Game Master should decide upon these NPCs before the next session when the game truly starts. Naturally none of this information should be revealed to the players until they uncover it on their own.

The First Guardian can take any living form, as long as that form isn't actually Human, Troll, Cherub, Carapacian, or Denizen. Consider it similar to a Sprite in that it must be composed of either a singular entity or two entities, but never two distinct beings. Some examples of First Guardians include a cat, dog, or puppet. Keep in mind that a more animalistic form results in less direct communication with players and less omniscience than a more humanoid form. The form the First Guardian takes is completely up to the Game Master, and this decision will greatly affect the game.

The Archagents are intended to act as wild cards, so the Game Master ought to plan ahead on their stories and goals for the adventure. This in turn affects the battle between the Carapacian Royalty.

When each player enters the game, they enter it on a planet for the purpose of their quest. The Game Master needs to decide upon each planet for each player. Each planet must have a two-part name based on the player's Aspect, a personal quest, a Denizen, an eventual Choice, types of Underlings, and the types of Grist that are plentiful.

Sprites are entirely created by players, however, their actions are controlled by the Game Master, as they are NPCs. However, should a player become duplicated by any means, including Sprites, that player can control that NPC as a duplicated version of their character, much like with Dream Selves. Essentially, if a player character is duplicated, then that player controls both of

those characters, even if one is a Sprite or Artificial Intelligence. The duplicated characters can share inventories if the Game Master allows it, or they can have their own Sylladeces if their items were duplicated as well.

Sometimes an NPC is an amalgamation of two different characters. This can happen, for example, if a Sprite is prototyped with duplicates of two different players. Should this occur, both players must simultaneously declare the Sprite's action. The Game Master can then decide if both actions are performed, if both actions can't possibly be done simultaneously, or if one action wins out over the other. These types of Sprites naturally can be disadvantageous.

D. Worldbuilding

How the story unfolds is different for each game, each Game Master, and each set of players. So the worldbuilding will depend on the story that the Game Master crafts, as well as the story that the players develop. The best Game Masters can adapt the story as the players change it. The Game Master should write up a narrative that outlines how the story will go in the game, in theory, but be willing to improvise when a player inevitably does an unexpected twist. Having multiple game sessions can assist the Game Master, who can plan between visits with the other players. It is heavily recommended to see "Section VIII. Main Quest" for a breakdown of how the main quest in Sburb is supposed to occur.

In addition to the Main Quest, there are a few more things the Game Master should do in the course of the story. The first thing the Game Master should do when the game truly begins is to hand out a Fetch Modus for each player's Sylladex. Each player starts with one Fetch Modus. There are 28 different Fetch Modi for Sylladeces, but it is recommended that the Array, Juju, Message in a Bottle, Recipe, Scratch and Sniff, and Wallet Fetch

Modi not be given in the beginning of the game to anyone. These Fetch Modi are either overpowered in their usefulness or have rules that don't apply to the average player.

If, however, two players share a body, they can be given the Juju Fetch Modus. If a player is blind, they can be given the Scratch and Sniff Modus. There are different ways the remaining Fetch Modi can be distributed.

The first suggestion is to make the distribution random. Assign each remaining Fetch Modus a number from 1 to 22. Have each player roll a die of at least 22 sides to decide their Fetch Modus. If it lands on a number higher than 22, re-roll. If such a die is not available, use coin flips before the roll to truncate the numbers. For example, a single coin flip means only a die of 11 is needed, whereas two coin flips means only a die of 6 is needed. For example, a player could flip two coins and roll a die. Heads. Heads. 3. The first heads means the player gets the first half of the list. The second means they get the first quarter. The 3 means they get the third number on that list.

Alternatively, you can use a random number generator to avoid die-rolling altogether. If randomness is not the desire of the Game Master nor the players, the players could simply choose their Fetch Modi. Alternatively, the Game Master could choose their Fetch Modi for them.

Starting Fetch Modi should be cumbersome and difficult to use. The Game Master should arrange for an alternative Fetch Modi to come into each player's possession at some point. An Array Fetch Modus should be made available at some point. If the players are clever, they should be able to use alchemy so that all can have the Array Fetch Modus. The Wallet Fetch Modus should be made available to one player as well, but only late in the game, because it is one of the best Fetch Modi. Keep in mind that players can use alchemy to create brand new types of Fetch Modi out of the ones they have.

Also, the Game Master should keep time travel in mind, as mentioned in “Section III.B. Game Master”. When crafting the story, the Game Master should make moves to complete time loops. The most important time loop to complete is the creation of the First Guardian. At some point the First Guardian must be created in the Ectobiology Labs, usually by Carapacians. In addition, each player’s Dream Self must wake up at some point in the story. The Game Master should decide when that ought to be. These events should be included the Game Master’s intended outline of the story and amended as the game is played.

E. Taking Turns

Once the players have their Fetch Modi, they can decide amongst each other what order they plan on entering the game. This order will reflect how they must work together. The player that enters first will have the most play time but will start with the lowest yields of Grist. Keep in mind that the planned order of enter can be amended should the players choose. In an example of a four-player game, the sequence of events for the beginning of the game are as follows.

- Fetch Modi are distributed.
- Pre-game discussions are had.
- Player 1 runs the client disc of Sburb, starting the game.
- Player 2 runs the server disc of Sburb for player 1.
- A meteor forces player 1 to enter the game Session.
- Player 2 runs the client disc of Sburb, starting the game.
- Player 3 runs the server disc of Sburb for player 2.
- A meteor forces player 2 to enter the game Session.
- Player 3 runs the client disc of Sburb, starting the game.
- Player 4 runs the server disc of Sburb for player 3.
- A meteor forces player 3 to enter the game Session.
- Player 4 runs the client disc of Sburb, starting the game.

- Player 1 runs the server disc of Sburb for player 4.
- A meteor forces player 4 to enter the game Session.

Naturally players have to do some tasks in between starting the game and entering the Session. Also, players must find a computer to be able to play Sburb. If a player has two computers, they can actually accelerate the process and run the client and server discs simultaneously. For further information on the beginning of the game, see “Section VIII.B. Entering the Game”.

Because of the sequence of events mentioned earlier, player 1 gets a head start on other players, who have to wait until they load up the game. So player 3 doesn't start playing until player 2 contacts them and has them both put in the next pair of discs.

Now that you know how the initial sequence works, it is important to keep in mind that this table-top game revolves around taking turns. Each player character gets a turn, and they play in order of game entry. When a player controls more than one character, each player character gets a turn. After each player takes their turns, the Game Master takes their turns. The Game Master is responsible for taking the turn of each NPC in the game.

All turns for all characters are in two parts and consist of dialogue and/or action. The players can decide how to use these turns. They can choose dialogue and then action, action and then dialogue, dialogue and then dialogue, or action and then action. This system allows for communication between teammates and proactive moves to be made on the same turn. At the same time, it allows players to opt for less communication to get more done, or for less progress for more communication.

Keep this very important rule in mind. Players cannot discuss strategy unless they choose the dialogue option or dialogue is invoked by the Game Master. This gamifies communication and makes it part of the strategy. Dialogue can only be chosen if there is actually someone with which the player can speak.

Dialogue works the same if characters are nearby or using technology to speak at long distances.

There are some restrictions to dialogue. When a player chooses dialogue, they must declare who their target is, and it must be someone with whom that the player can actually communicate. The target player has the option of refusing the dialogue, and the half-turn is wasted. If the target player is incapacitated, dialogue cannot be accepted. Multiple targets can be chosen in dialogue. However, this can only be done for players who have already entered the Session. In addition, having a dialogue with multiple other target players uses an entire turn, not just half of it. So players should use group dialogues strategically.

Also note that dialogue can be initiated not just between players but also NPCs. The Game Master controlling NPCs can also initiate dialogue with player characters. NPC turns function similarly to player turns. Meanwhile, actions can be described as essentially any movement that a character can do. Once an action is declared, the Game Master evaluates the action's plausibility and explains the consequences of that action, assuming the Game Master doesn't revoke the action for implausibility. Also keep in mind that any character can choose to pass on their turn and essentially do nothing. Below is a list of examples of possible actions.

- Strife or attack
- Use a special ability
- Walk somewhere
- Pick up something or put something down
- Captchalogue something
- Move something in a Sylladex
- Equip something
- Collect Grist
- Perform alchemy
- Deploying something

IV. Players

Players are beings designated by Skaia to facilitate the purpose of Sburb. They are heroes, sometimes villains, that have the capacity to overcome all odds thrown against them. They come in different forms and have different abilities, but they often are young and coming of age into their teenage years. Sometimes adults can be Sburb players, but that is less common.

This section breaks down the different facets of player characters that can be in Sburb.

A. Species

Arguably the most immediately noticeable facet of a Sburb player is their species. All known Sburb players have been Human, Troll, Cherub, or Squiddle.

The species of each player character affects the backstories for each character due to their physical limitations. Keep in mind that all Sburb players, aside from those who will participate in Dead Sessions, are born differently than most members of their species. See “Section XII.D.3.iii. Paradox Clones”.



1. Humans

Humans are a diurnal species that have relatively straightforward forms of government. All Humans share the same red blood color, but they are known differentiate themselves based on race and nationality. They don't have a unified government, and their local governments usually have either a supreme ruler, a council or governing body, or both. Human society has existed for a few thousand years. At the current time on the planet Earth, the most powerful and pretentious society they have is called the United States of America.



Human children are raised by adult Humans in small social units called families. Most Human children have parents and siblings, although most Sburb-playing Humans only have one or two known family members. Humans are also known to keep domesticated animals as pets.

Once Humans reach adolescence, they can begin their method of reproduction. Human society adheres solely to the romantic concept of Matespritships, although they usually refer to it simply as love, which is confusingly the same word they use for a familial bond. Humans have two genders, male and female. They can mate in any combination, but reproduction can only occur between a male and female.

Human society in large part frowns on romantic pairings of the same gender and those that don't adhere to the gender binary of male and female. Because of this, non-binary Humans and non-hetero pairings of Humans are minorities. When a male and female do have intercourse, there is a good chance that the female becomes pregnant internally with a Human baby. After nine months, the female gives birth to a Human child. However, childbirth is a dangerous and potentially fatal process, but

fortunately Humans have developed technology that makes it safer.

Most Humans don't have the capacity for any natural psychic powers, and so mutations don't have the capacity to enable any extra abilities for Humans. Instead mutations for Humans tend to result in limitations of ability. Every known Sburb-playing Human was slightly mutated in having eccentrically colored irises, such as blue, pink, red, and green. Despite Humans lacking special abilities, their capacity for social cooperation makes them historically the most successful Sburb players of all time.



All known Sburb-playing Humans speak the same language, English, which is largely considered the lingua franca of Earth. Despite this, it is only the third most spoken language by Humans. The top ten most commonly spoken native languages by Humans are currently as follows: Mandarin, Spanish, English, Hindi, Arabic, Portuguese, Bengali, Russian, Japanese, and Punjabi. In addition, all known Sburb-playing Humans traditionally have four-letter names.

For more information on Human romance, see “Section IV.B.1.i. Matespritship”. For more information on Humans’ relations with color and signs, see “Section IV.G.1. Human Signs”.



2. Trolls

Trolls are a nocturnal species that have a peculiar form of government. They have a Hemospectrum, which functions as a blood caste that assigns higher status for trolls based on their blood color, dividing them into twelve castes. The highest caste, those with Fuschia blood, consists only of the Empress and challenging heiresses. The upper castes enforce the Empress's rule.



Troll society has existed for many thousands of years, but they have had two different forms of their society. On the planet Beforus, they have a socially progressive society based on regulation, supportive care, and equal opportunity within the blood castes. On the planet Alternia, they have a brutal, oppressive society based on survival of the fittest. The rule of law and murder are considered murky topics with much nuance but not general consensus.

Troll children are not typically raised by adult Trolls, but rather Troll children are usually raised by Lusii. Instead of animals, their worlds tend to have *Lusus naturae*, which are symbiotic beasts that have evolved to conform to the Troll blood caste. Each Troll child befriends a *Lusus* who then trains the Troll for eventual adulthood. Lusii are very animalistic and never speak.

Once Trolls reach adolescence, they can begin their method of reproduction. Troll society adheres to the romantic concept of Quadrants, which links directly to their complicated method of reproduction. Symbiotic Lusii known as Mother Grubs are responsible for Troll childbirth, who start their lives hatching as larval wigglers. Whenever a Mother Grub reproduces without

proper fertilization, Imperial Drones are born that blindly carry out the orders of the Empress.

Mother Grubs also possess the ability to reproduce on their own by spawning an egg called the Matriorb, but this tends to happen to each Mother Grub only once.

After a certain age, adolescent Trolls can expect a visit from an Imperial Drone. By this time, it is expected that the troll have had enough intercourse to contribute to the species.



Trolls have two genders, male and female, but they can mate with any gender combination, making the distinction of gender vestigial and largely arbitrary. Trolls have intercourse externally, and it tends to involve some amount of temporary bodily change in certain areas. When two Trolls have intercourse, they produce reproductive fluids that mix together. However, Trolls can produce two types of reproductive fluids: those from a Matespritship and those from a Kismesissitude. These fluids are usually stored in buckets.

When the Imperial Drone visits, the adolescent Trolls must hand over a bucket of each fluid or be able to fill a bucket of each fluid. On Alternia, failing to do so results in immediate execution by the Imperial Drone. The fluids are taken to the Mother Grubs who use the fluid to fertilize eggs that are laid and hatched into Troll wigglers. This removes any trace of genetic ancestry for Trolls, and it reinforces the blood caste as blood color is used to separate and categorize the hatchlings.

Trolls have horns that come in many different shapes and sizes to the extent that it can be difficult to find two Trolls with the same

shape of horns. The nature of Troll reproduction can lead to a number of mutations. Most mutant Trolls don't survive, but some can survive with an extra body part of rarely even with a blood color outside the caste system. A Troll's blood color isn't superficial, however. Many abilities of a Troll can be determined by their blood color, such as how long they live and what psychic powers they can practice.

Nearly all known Sburb-playing Trolls speak the same language, the Troll Language. It is identical to English except that it uses different alphabets. The original Troll alphabet remains commonly in use despite the official adoption of the new Troll alphabet. One Sburb-playing Troll spoke East Beforan, which is identical to broken, badly-translated Japanese. In addition, all known Sburb-playing Trolls traditionally have six-letter names.

For more information on Troll romance, see “Section IV.B.1. Quadrants”. For more information on the blood caste system of Trolls, see “Section IV.G.2. Hemospectrum”.



3. Cherubs

Cherubs are a species that have no form of government at all, because it is difficult for Cherubs to interact with each other. Therefore they also lack any society of their own. Cherubs often take the affectations of other species in their development, such as Humans or Trolls. Otherwise, if they are unable to learn of other species, they mature like that of abandoned sentient beings in a proverbial wilderness, growing up with no social interaction at all.



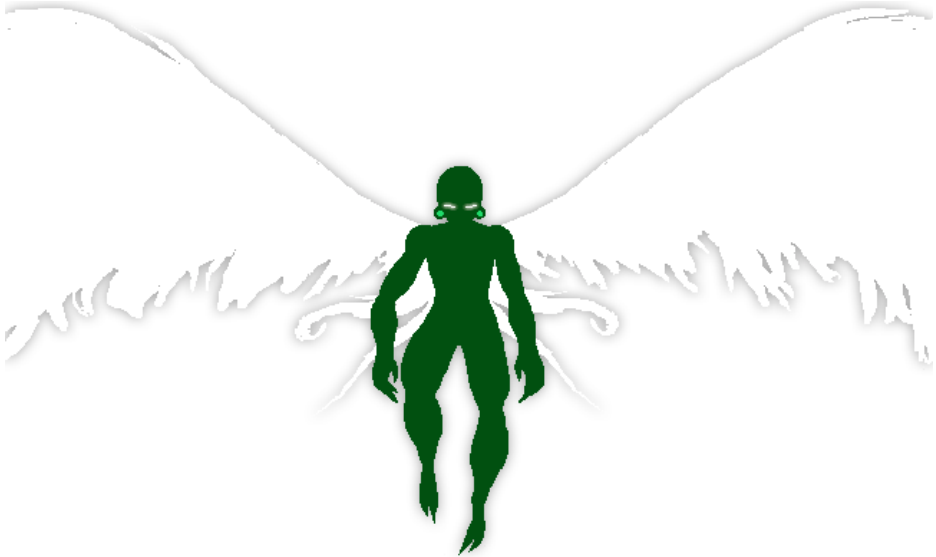
Cherubs are hatched from eggs as larval serpents. During their larval stage, they simultaneously have both lime blood and red blood. However, after their first meal, Cherubs split into two identities within the same body. Young Cherubs alternate between their two identities, with lime blood flowing through them when one identity is active and with red blood flowing through them when the other identity is active. Only one identity can be active at a time, and the identity is exchanged whenever the Cherub goes to sleep.



The identity with lime blood considers itself benevolent, while the identity with the red blood considers itself malevolent. One identity considers itself male, while the other identity considers itself female. Through their youth, the two identities compete for dominance. Towards the end of their adolescence, one of the identities dominates the other into mental submission, effectively killing the other identity. The remaining identity becomes the sole occupant of that Cherub and matures.

An adult Cherub is either lime and benevolent or instead red and malevolent. Adult Cherubs grow huge wings that allow them to fly vast distances. Benevolent wings are white, while malevolent

wings are black. They are hardy enough to withstand the harsh environment of outer space. Cherubs tend to become extremely asocial as adults. The benevolent Cherubs wish to avoid conflict, and the malevolent Cherubs shun social interaction. Cherubs live in territories spanning several light-years and can live their entire lives without seeing another Cherub, at least until it is time for them to mate.



Adult Cherubs often can feel empty from their experience of dominating their other identity, and that leads them to seek out mates later in life, specifically Cherubs of the opposite persuasion to fill the void they feel. When an adult benevolent Cherub and an adult malevolent Cherub meet, they tend to seek out a black hole around which to perform their mating ritual.

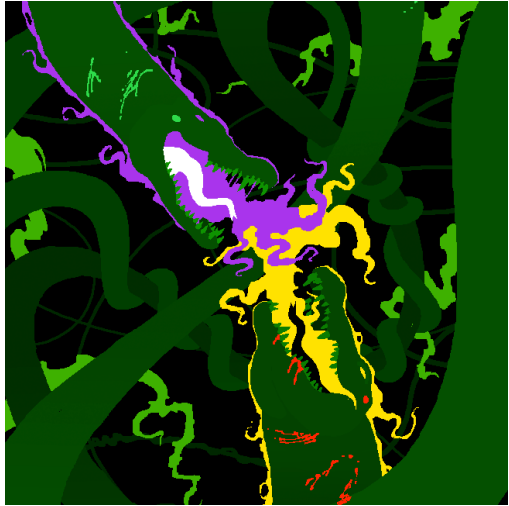
The way of life for the Cherubs makes it so that the only form of romance they ever know is Kismesissitude. Therefore, the mating rituals turn violent as both Cherubs revert to the serpent form of their youths. However, their serpent forms as adults are roughly the length of an entire astronomical unit. The mating ritual around the black hole is also somehow able to tap into the same power

that makes God Tiers possible, resulting in an immense destructive conflict during the mating ritual.

Should they survive, one Cherub in the mating ritual eventually proves victorious over the other.

The victorious Cherub impregnates the losing Cherub and takes their territory. The losing

Cherub typically retreats to a planet around a dying star to leave the fertilized egg before leaving to find new territory.



Cherubs are the only beings capable of consuming Special Stardust, a substance they find savory. They also hold much value over Jujus and possess many superstitions about them. Any other species that live on planets within a malevolent Cherub's territory tend to regard it as a monstrous tyrant. However, if the Cherub is benevolent, they tend to regard the Cherub as a silent protector.

Since Cherubs don't really have a society, they don't have a shared language. All known Cherubs spoke either English or the Troll Language. However, there does exist folklore that suggests that the Cherubs originated on a cheery sort of Zillyplanet with seven Zillycontinents. It is suggested at some point Cherubs changed, but Cherub history has nearly all been lost. In addition, all known Sburb-playing Cherubs traditionally have eight-letter names.

If any players choose to play as Cherubs, they must team up in pairs. The players must choose which is benevolent and which is malevolent, and the player can only act as their player character

when the Cherub is under their control, trading control as the Cherub sleeps. Keep in mind that through the use of Dream Selves and other character duplication techniques, many of the rules of Cherubs can be circumvented. However, if a Cherub attempts to dominate early, like by killing the opposing Dream Self, the resulting Cherub character's growth should be stunted and will never grow wings. Also note that Cherub characters inherently can make a Sburb game antagonistic instead of cooperative.

For more information on Cherub romance, see “Section IV.B.1.iv. Kismesissitude”. For more information on Cherubs’ relations with color and signs, see “Section IV.G.3. Cherub Signs”.



4. Squiddles

Rumor has it that the Sburb players of the distant past of Paradox Space itself were Squiddles. The Trolls' universe was created by a 48-player Session, and many believe those players to have been Squiddles. Not much is known about them, except for the imagery that has been seeded throughout the universes. Within the cartoons that depict them, they seem like friendly and jovial creatures that love friendship, teamwork, and tickle fights.

However, such imagery is often used as an intermediary for contact with the beings known as Horrorterrors, which are known for their tentacled appearances. No live Squiddles have ever been found, but the recurrence of Horrorterrors using images of Squiddles to contact sentient beings leads some to speculate that the Horrorterrors are what remains of the Squiddle Sburb players.

For more information on Horrorterrors, see “Section XIII.D.2. Horrorterrors.”



B. Romance

Many players of Sburb eventually find themselves becoming involved in different kinds of romance.

Homestuck introduced the concept of romance in many forms other than what Humans call love. This section breaks down the many forms of romance.

1. Quadrants

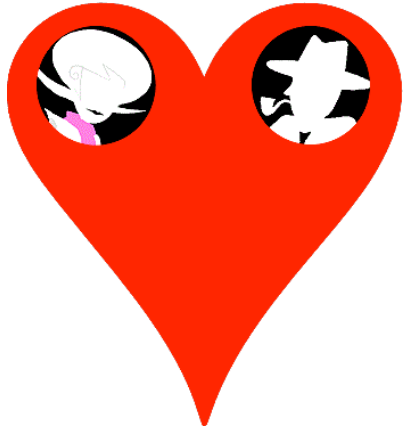
Quadrants are a system of romance embraced by Troll society, defined by having four Quadrants. The horizontal line separates the two upper Quadrants that have red romance from the lower two Quadrants that have black romance. The vertical line separates the two left Quadrants that are concupiscent from the two right Quadrants that are conciliatory.

The ideal scenario for practitioners of the Quadrants system is to fill every Quadrant with a separate individual. That means such a person would need to have four relationships at once, plus an Auspistice. Rarely does someone ever fill all four Quadrants at once. Relationships can also be unstable, leading to Quadrant vacillation, where a couple, or trio, hop from one Quadrant to another.



i. Matespritship

A Matespritship, also known as the Flushed Quadrant, is a positive, concupiscent, and romantic relationship between two people. In addition, Matespritships are part of the redrom section of the Quadrants system, indicating that it is associated with kindness and typical love. Matespritships are natively practiced by Humans, Trolls, and Leprechauns. Being a concupiscent Quadrant, Matesprits engage in behavior that would facilitate reproduction, assuming biology allows for it. Matespritships are represented by a heart, and Humans often consider them as the only kind of love.



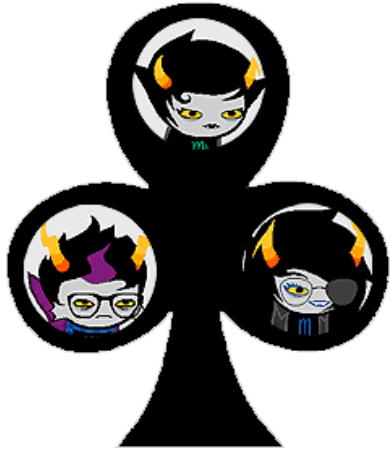
ii. Moirallegiance

A Moirallegiance, also known as the Pale Quadrant, is a positive, conciliatory, and romantic relationship between two people. In addition, Moirallegiances are part of the redrom section of the Quadrants system, indicating that it is associated with kindness and loyalty. Moirallegiances are natively practiced by Trolls and Leprechauns. Moiralls are essentially loyal partners and best friends, but they share a bond that far surpasses a simple friendship. Moirallegiances are represented by a diamond.



iii. Auspisticism

An Auspisticism, also known as the Ashen Quadrant, is a negative, conciliatory, and romantic relationship between two people and an Auspistice. The Auspistice is a third person in this relationship that mediates between the other two. It is often true that without the Auspistice, the remaining pair would fall into a catastrophic vacillation between Quadrants. In addition, Auspisticisms are part of the blackrom section of the Quadrants system, indicating that it is associated with competition and mediation. Auspisticisms are natively practiced by Trolls. Those in an Auspisticism are essentially bickering partners that care immensely for each other but in confusing ways that need to be tempered. Auspisticisms are represented by a club.



iv. Kismesissitude

A Kismesissitude, also known as the Caliginous Quadrant, is a negative, concupiscent, and romantic relationship between two people. In addition, Kismesissitudes are part of the blackrom section of the Quadrants system, indicating that it is associated with competition and beloved hatred. They essentially represent passionate but violent affair between rivals. Kismesissitudes are natively



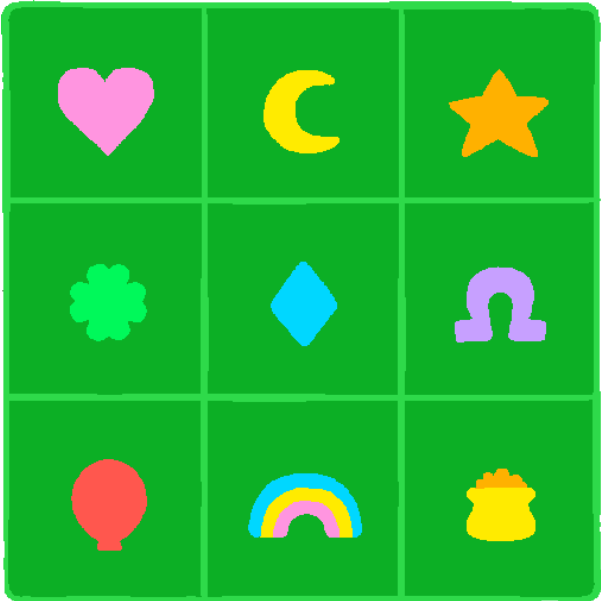
practiced by Trolls and Cherubs. Being a concupiscent Quadrant, Kismeses engage in behavior that would facilitate reproduction, assuming biology allows for it. Kismesissitudes are represented by a spade.

2. Charms

Charms are a system of romance embraced by Leprechaun society, defined by having nine sections of a grid, each with a Charm. What each Charm represents is known only to the Leprechauns, aside from the Heart and Diamond, which correspond to a Matespritship and Moirallegiance, respectively. The ideal scenario for practitioners of the Charms system is to share as many Charms with however many partners as possible.

If a couple shares three or more Charms, then that relationship is considered a Trove, and there are 466 possible combinations for Troves, with some Troves more concupiscent than others. The mating ritual for practitioners of the Charms system is typically a dance described as a lively jig. The form the dance takes is dependent upon which Charms are present in the relationship.

The nine Charms are as follows:
Heart, Moon, Star, Clover, Diamond, Horseshoe, Balloon, Rainbow, and Pot of Gold.

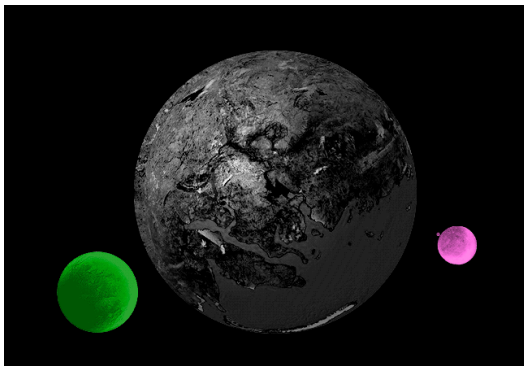


C. Homeworld

The Homeworld of the Sburb players provides the initial setting of the game and influences the raising and development of the Sburb players. Skaia chooses that planet to be the home of its players, but in doing so, the planet is usually doomed to be destroyed when the game is played. The only known Homeworlds in Sburb have been alternate versions of Earth, Alternia, and Beforus, but conceivably any planet can be eligible to be chosen by Skaia, or if the inhabitants of the planet can manage to obtain copies of the game.

The B1 version of Earth was set in 2009, relatively modern times, but the game left it a desolate desert. The B2 version of Earth was set in 2011, but it eventually became flooded and abandoned. A third version of Earth was set in the far future, and it was destroyed by a Black Hole. All Earths had a single Moon. The A1 version of the Troll planet, Beforus, as well as the A2 version of it, Alternia, were both barraged into extinction. Both Troll planets had a Pink Moon with a Pink Moonlet, but Alternia also had a Green Moon.

As mentioned earlier in “Section III.C.2. Creating Characters”, the players need to agree upon a Homeworld prior to starting the game, as this drastically affects the setting. Each player should also include in their backstory where on their Homeworld they are located.



D. Technology

Since Skaia chooses sentient species for the players of Sburb, players are guaranteed to have some form of technology to assist them in their adventure. In fact, computers, of any sort so long as they have optical disc drives, are required to play Sburb. Many Sburb players also have access to robotics and even Artificial Intelligence.

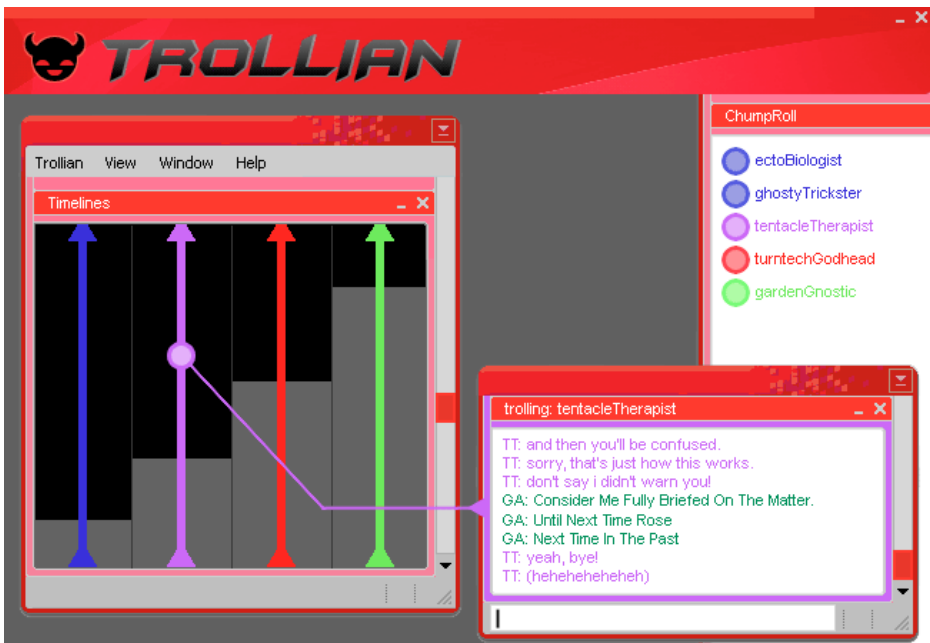
Aside from computers, by far the most important technology Sburb players need is a communication method. Any technology that enables communication between players can work fine, but most Sburb players opt for chat clients on their computers and mobile devices. For Human Sburb players, the most popular chat client is Pesterchum, but other chat clients are occasionally used, such as BettyBother, Delirious Biznasty, and Serious Business.

For Troll Sburb players, the most popular chat client is Trollian. The most recent version of Trollian is capable of chatting with others at any point in their timeline, past or future. It also has a bulletin board feature that allows invited users to read bulletins from the past and future, and it can be calibrated to spy on other players throughout their timelines as well. An alternative chat client used before Trollian was Rebelgram.



Electricity or other energy sources are required for technological devices, but Sburb allows such things to be circumvented. Once players enter the Session, their technological devices no longer require such energy sources. Skaia or Paradox Space instead powers the devices, as power management of them is not in the spirit of the game. Therefore, everything within a house can continue to act as if it is still connected to the electrical grid.

Trollian enables communication and dialogue from across time. Considering the incredible difficulties it would take in a strictly linear reality for anyone, including the Game Master, to keep such a mess straight, it is highly recommended players do not use the most recent version of Trollian, but instead opt for a beta version of Trollian without time capabilities, assuming the players intend to use Trollian at all. Also, keep in mind that sufficiently advanced Void players or players under Horrorterror influence black out Trollian screens, disallowing communication with them.



E. Mythological Roles

Each Sburb player has a Mythological Role, also known as a Classpect. Mythological Roles can be broken down into two parts: Classes and Aspects. Out of the Class and Aspect a player has can be assembled a Title that determines how the player controls their element.

Skaia assigns each player's Mythological Role before they're born, and each player is expected to grow into their Title if they wish to succeed or become God Tier. Some players readily accept their Title, but some players fight it and go against their Titles via outside means. For example, a Light player can still invoke powers of the Horrorterrors at the detriment of their Title.

This section and all of its sub-sections are invaluable for consultation when creating characters, as mentioned in "Section III.C.2. Creating Characters". The Game Master should use this information to determine not only which players should receive which Titles but also how their Titles will be used in the game.

1. Classes

A Class is the first part of a player's Title, and it determines by what means the player uses, channels, or deploys their Aspect. There are 12 standard Classes, as well as two additional master Classes, and each Class can be categorized as either active or passive. Active classes tend to act directly or in an offensive manner, whereas passive classes tend to act indirectly or in a defensive manner. When a player's Class is unknown or not specified, the term Hero is often a placeholder in Viable or Null Sessions. In Void Sessions, the term Noble is preferred.

Also, some Classes tend to be a specific gender, and some Classes are assigned exclusively to a particular gender. Also

note that, should a player become God Tier, the style of their Magic Pajamas is an indicator of their Title, for the Classes have unique designs for each of them.

If the rules about gender exclusivity don't sit well with you, feel free to ignore them in your game. For more information about Magic Pajamas, see "Section X.E.4. Magic Pajamas".

i. Rogue

The Rogue Class is the passive counterpart to the Thief, and it is assigned typically, but not exclusively, to female players. Rogues steal their Aspect from people or things and then redistribute the stolen Aspect to other people or other things.



ii. Thief

The Thief Class is the active counterpart to the Rogue, and it is assigned typically, but not exclusively, to female players. Thieves steal their Aspect from people or things and then horde the stolen Aspect to themselves.



iii. Heir

The Heir Class is the active counterpart to the Maid, and it is assigned typically, but not exclusively, to male players. Heirs inherit their Aspect by proving themselves worthy of receiving it.



iv. Maid

The Maid Class is the passive counterpart to the Heir, and it is assigned exclusively to female players. Maids serve and assist others through the Aspect of which they are made.



v. Page

The Page Class is the passive counterpart to the Knight, and it is assigned typically, but not exclusively, to male players. Pages create their Aspect and then provide their Aspect to others around them.



vi. Knight

The Knight Class is the active counterpart to the Page, and it is assigned equally to players of all genders. Knights exploit their Aspect and then utilize their Aspect as a weapon they equip to themselves.



vii. Seer

The Seer Class is the passive counterpart to the Mage, and it is assigned equally to players of all genders. Seers benefit others with their comprehensive knowledge of their Aspect. Seers are also known to have glimpsed visions of their alternate selves.



viii. Mage

The Mage Class is the active counterpart to the Seer, and it is assigned equally to players of all genders. Mages forfeit their Aspect to gain comprehensive knowledge pertaining to their Aspect.



ix. Sylph

The Sylph Class is the passive counterpart to the Witch, and it is assigned typically, but not exclusively, to female players. Sylphs benefit others through an abstraction of their Aspect and then utilize their Aspect metaphysically.



x. Witch

The Witch Class is the active counterpart to the Sylph, and it is assigned exclusively to female players. Witches manipulate their Aspect into breaking the rules and choose which facet of their Aspect to invoke.

**xi. Bard**

The Bard Class is the passive counterpart to the Prince, and it is assigned exclusively to male players. Bards invite destruction through their Aspect and prove to be wild cards, easily capable of earning sudden victories or massive defeats for their teams.

**xii. Prince**

The Prince Class is the active counterpart to the Bard, and it is assigned exclusively to male players. Princes are destroyers of their Aspect and destroy their Aspect both within themselves and within others they choose as their enemies.



xiii. Lord

The Lord Class is one of the master Classes, and it is more likely to be assigned in games with two or less players. The Lord Class is the most active Class and the counterpart to the Muse, and it is assigned exclusively to male

players. Lords instruct their Aspect to obey their whims or desires and have the capacity to threaten reality with their Aspect.

**xiv. Muse**

The Muse Class is one of the master Classes, and it is more likely to be assigned in games with two or less players. The Muse Class is the most passive Class and the counterpart to the Lord, and it is assigned exclusively to female players. Muses inspire their Aspect through self-sacrifice and have the capacity to salvage reality through selfless uses of their Aspect.



2. Aspects

An Aspect is the second part of a player's Title, and it indicates what associated element or primal force of reality a player is assigned. There are 12 different Aspects, and the method of how a player uses their Aspect depends on their Class. The use of Aspects for players is usually subtle at first, but Aspects can become extremely apparent once a player enters the God Tiers. Also note that, should a player become God Tier, the color of their Magic Pajamas is an indicator of their Title, for the Aspects have unique designs for each of them.

For more information on the God Tiers, see "Section X.E. God Tiers".



i. Space

The Aspect of Space consists of the physical fabric of Paradox Space, spatial dimensions, and fundamental forces of physics. It is the counterpart to the Aspect of Time, and there is always a Space player in every Viable Session.

Those bound to the Aspect of Space are, as the name suggests, concerned with the big picture. They are patient, masters of the art of 'wait-and-see', and are inclined to take things as they come. That isn't to say that they're pushovers or willing to let injustice lie—they just choose their battles wisely, understanding that sometimes you have to let something burn to the ground in order to build it back better and stronger than before. To this effect, they tend to be innovators, concerned with creation and redemption. Catch them recycling the old to make the new, the fresh, and the beautiful. For the Space-bound, the journey is as, if not more, important than the destination; how they do something is as important as what they do. At their best, they are steady, impartial, and creative. At their worst, they can be detached, apathetic, and vague.



ii. Time

The Aspect of Time consists of the temporal fabric of Paradox Space, alternate timelines, and fundamental forces of time itself. It is the counterpart to the Aspect of Space, and there is always a Time player in every Viable Session.

Those bound to the Aspect of Time are fighters, full stop. Their lives are often marked by struggle, not so much because fate has it in for them, but because they are fundamentally incapable of just accepting things as they come. They value action over passive acceptance, even if that may not be the wisest or safest choice. Don't try to tell a Time-bound to sit still and look pretty. They are very goal-focused, and tend to value the destination over the journey, and you won't find them making that journey in any traditional sort of way. To quote cheesy posters found on many a guidance counselor's wall-"impossible is just a word". If you need a miracle, they are who you call. At their best, the Time-bound are empathetic and relentless problem-solvers. At their worst they are ruthless, defensive, and impulsive.



iii. Mind

The Aspect of Mind consists of the thoughts made by sentient individuals, the decisions they make, and the consequences of those decisions. It is the counterpart to the Aspect of Heart.

Those bound to the Aspect of Mind are-you guessed it-the universe's great thinkers. But don't for a second think that means that they have all the answers. They are very concerned with remaining rational, and they have such a firm hold on the constant conjunction of their thinking that it's easy for them to see the multitudes of the choices laid out before them, which often leaves them frozen and unable to act. That said, when a Mind-bound finally launches into action, they can execute a plan with unbelievable grace and precision. Their identity is fluid-it can change from day-to-day, from thought-to-thought, from interaction-to-interaction. Remaining logical is more important to them than building up a solid foundation of "self." At their best they are great innovators, architects, and creators. At their worst they can be nasty, inflexible, and indecisive.



iv. Heart

The Aspect of Heart consists of the souls of living things, the emotions they have, and the motivations and inclinations they feel. It is the counterpart to the Aspect of Mind.

Those bound to the Aspect of Heart are very concerned with their favorite subject: themselves. It wouldn't be a stretch to call them 'self-obsessed', but not necessarily in a negative way. They simply want to understand the one thing we all are stuck with for our entire lives, i.e. our own minds. Forging an identity is extremely important to the Heart-bound, and every decision and action goes toward building a coherent narrative of their own story. That isn't to say Heart-bound don't care deeply for their friends and allies; they just have a tendency to assume that everyone is as concerned with identity as they are. They are excellent at putting on and taking off masks as the situation calls for them. At their best, they are competent, imaginative, and steady. At their worst they can be overbearing, inflexible, and cold.



v. Hope

The Aspect of Hope consists of the belief of hope itself, spirituality, and the sacred nature of the belief in the divine. It is the counterpart to the Aspect of Rage.

Those bound to the Aspect of Hope are driven first and foremost by their convictions. They do right for right's sake, and are quick to come to the aid of anyone they deem to be experiencing injustice. That said, their views of the world can be quite black and white, so what they see as the "right" thing may not always be the universally accepted view. They put great value in the power of the imagination, the ability to dream up a better and more beautiful future. If anyone could dream a better world into existence, it would be one of the Hope-bound. They may sound like all sunshine and rainbows, but they aren't adverse to a little destruction, especially if they think they can replace it with something better and more just. At their best, Hope-bound are positive, caring, and warm. At their worst they can be narrow-minded and selfish.



vi. Rage

The Aspect of Rage consists of the manifestations of chaos, feelings of righteous fury and anger, and carnal expressions of strength. It is the counterpart to the Aspect of Hope.

Those bound to the Aspect of Rage are bringers of chaos. They possess great contempt for lies or false ideas, including the stability that false ideas can impart. To them, the true is far more important than the good; they would tear down a system just to destabilize it if, by their reckoning, it is built on faulty premises. Often the Rage-bound prefer anarchy to any of the alternate forms of civilization, which they believe to be riddled with lies and foolishness and obedient masses. They are bringers of confusion and doubt, and they can be frustratingly difficult to convince otherwise when they have attached themselves to an idea. If they sound dangerous, they are. The Rage-bound tend to be most volatile and unpredictable of the aspects. At their best they are original, revolutionary, and fearless. At their worst they are cruel, uncompromising, and vicious.



vii. Breath

The Aspect of Breath consists of the air in the forms of the breeze and wind, the concept of freedom, and the ability to change. It is the counterpart to the Aspect of Blood.

Those bound to the Aspect of Breath are, above all, expansive. Flexible and driven, they leave an impact wherever they go. Like the breeze itself, they are able to sweep others up to carry along in their wake, but also like the breeze, they can be difficult to catch hold of or tie down. Although Breath-bound do make very good leaders, breath tends to be a very personal aspect. Often, heroism comes along as an offshoot of them pursuing their own personal stories. They lead by example, and will routinely be surprised that others look up to or feel inspired by them. They have a tendency to underestimate themselves, and not always out of poor self-esteem. They were just doing their own thing. At their best Breath-bound are motivated, adaptable, and forward thinking, but at their worst they can be volatile, avoidant, and gullible.



viii. Blood

The Aspect of Blood consists of the bonds of friendship, kindred and family, and the concept of unification through leadership. It is the counterpart to the Aspect of Breath.

Those bound to the Aspect of Blood draw their strength from bonds, from the trust and camaraderie that blooms among a group of people who all share a single vision. Blood-bound are absolutely leaders, but they inhabit more of an inspirational role than a commanding one. They are prophets, rather than generals, giving others the strength and motivation to keep fighting. The Blood-bound can dispense excellent advice even when their own lives and interpersonal relationships are disasters. They can be very "do as I say, not as I do" types. A Blood-bound can often be found on a sinking ship, forcing an endeavor forward with sheer stubborn force of will. No matter how bad things go, a Blood-bound can always count on friends and allies. At their best, they are charismatic, uplifting, and magnetic. At their worst they can be sullen, unkind, and set-in-their-ways.



ix. Life

The Aspect of Life consists of the life force and ch'i found in all living things, the nature of health, and the advancement of positive progress. It is the counterpart to the Aspect of Doom.

Those bound to the Aspect of Life are the universe's healers. They are concerned with the betterment of themselves and those around them, as well as the onward march of positive progress. Deeply empathetic, they have an intuitive understanding of other's suffering and the best way of righting those wrongs. If you're poisoned, chances are the Life-bound have something for what ails ya. This applies to both physical and mental suffering, though it might not be a cure you'll like. They also have the tendency to put other's needs before their own, which never ends well for anyone, because the Life-bound can grow bitter if they feel their own self-care has had to be shunted aside. At their best, they are great listeners, caretakers, and nurturers. At their worst, the Life-bound are passive aggressive, and pushy-they're certain they know best.



x. Doom

The Aspect of Doom consists of the misery of suffering, the concepts of impending destruction and death, and self-sacrifice. It is the counterpart to the Aspect of Life.

Those bound to the Aspect of Doom are fate's chosen sufferers. It may not sound like an overly pleasant aspect to be aligned with, but it does come along with great wisdom and empathy. The Doom-bound understand that misery loves company, and they are ready and willing to provide said company. The Doom-bound won't fix you; they aren't healers. They are commiserators, aware that sometimes the only thing you can do for a person is let them know that they are not alone in their suffering. They are not the advice friend-they're the friend you go to when you need to vent about a rough day at work. They are not necessarily noble martyrs, either-the Doom-bound can become quite irate about their lot. At their best they are wise, kind, and non-judgemental. At their worst, bitter, resentful, and fatalistic.



xi. Light

The Aspect of Light consists of the acquisition of knowledge, all forms of fortune and luck, and the concepts of fate and destiny. It is the counterpart to the Aspect of Void.

Those bound to the Aspect of Light are the universe's knowledge-seekers. They are, above all, driven to learn and understand. They are great alchemists, able to take multiple sources of information and synthesize them into something useful. They are scholars and researchers, absolutely dedicated to knowledge for knowledge's sake. They are the ultimate students, and although that might conjure up the image of people sitting around peacefully waiting for knowledge to be brought to them, that couldn't be further from the truth. The Light-bound will go after knowledge with a fierce intensity that others may find distasteful. They aren't overly concerned with laws or norms, either. They often take rules as simple suggestions, instead searching for loopholes or work-arounds. At their best, the Light-bound are resourceful and driven. At their worst they can be fussy, pedantic, and insensitive.



xii. Void

The Aspect of Void consists of the essence of nothingness, the obfuscation of knowledge, and the ability to be unseen. It is the counterpart to the Aspect of Light.

Those bound to the aspect of Void are the universe's secret-keepers. The unknown doesn't scare them-where others might see emptiness, they see potential. A blank page, an empty canvas, that's what the Void-bound live for. They value mystery and the unexplained, and are not particularly bothered by not having all the answers. Where others might be compelled to go out and seek answers, the Void-bound lean more toward casting doubt on what is already considered fully understood. They don't take much on faith and would rather live in a state of confusion than believe something that might be untrue or bow to intellectual authority. After all, in order for something new to be built, the old, rotting foundation must often be razed. At their best, Void-bound are wise, intuitive, and vibrant. At their worst they can be dismissive, indecisive, and apathetic.



3. Titles

Each Sburb player's Title is a combination of their Class and Aspect, and their Title describes how they control their element. There are many, many different potential Titles that could result from differing combinations. Sburb players with different Titles have a plethora of different abilities and powers, even if they share a Class or Aspect.

What follows is a list of known powers that resulted from previous Sburb player Titles.

- The Witch of Space, Jade, was able to manipulate the size and position of any physical object.
- The Muse of Space, Calliope, was able to save reality by collapsing the Green Sun into a singularity.
- The Maid of Time, Aradia, was able to duplicate herself via doomed timelines to serve the alpha timeline.
- The Knight of Time, Dave, was able to create stable time loops for strategic and combative purposes.
- The Witch of Time, Damara, was able to sabotage her own teammates using time travel.
- The Lord of Time, Caliborn, was able to command temporal inevitability to always be in his favor.
- The Seer of Mind, Terezi, was able to see the outcome of decisions in alternate timelines that branched from them.
- The Prince of Heart, Dirk, was able to splinter and even destroy souls and identities of himself and others.
- The Page of Hope, Jake, was able to create a giant, incendiary Hope Field, as well as an imaginary friend.
- The Prince of Hope, Eridan, was able to use a white wand to destroy all hope of survival.

- The Bard of Rage, Gamzee, was able to use his rage to defeat the Black King but also frenzied on his own team.
- The Prince of Rage, Kurloz, was able to always appear calm while facilitating fury against his enemies.
- The Heir of Breath, John, was able to command the wind to combat enemies and to remove pollution.
- The Page of Breath, Tavros, was able to create breath to resuscitate his allies.
- The Seer of Blood, Kankri, was able to, in an alternate timeline, have visions of his original self's friendships.
- The Knight of Blood, Karkat, was able to form alliances with powerful friends and foes for survival of the team.
- The Thief of Life, Meenah, was able to take many lives and extend the longevity of the lives of her slaves.
- The Maid of Life, Jane, was able to revive any body back to life only a single time each, including herself.
- The Witch of Life, Feferi, was able to break the rules by establishing an Afterlife for her friends.
- The Heir of Doom, Mituna, was able to stop impending doom upon the team by taking permanent damage.
- The Mage of Doom, Sollux, was able to have prophetic visions of doom, but he survived his personal dooms.
- The Thief of Light, Vriska, was able to steal fortune from others to make herself incredibly lucky.
- The Seer of Light, Rose, was able to foresee what actions would lead to the most fortuitous path.
- The Sylph of Light, Aranea, was able to make others realize their true potential and abilities.

- The Rogue of Void, Roxy, was able to turn invisible and steal nothingness from important items, creating them.
- The Page of Void, Horuss, was able to create void by remaining unseen even by omniscient beings.

This section has examples of Titles that have appeared in Homestuck, so this section can be great for the Game Master to consult when deciding how players' powers should manifest based on their assigned Titles.

Keep in mind to consult the descriptions of the Classes and Aspects in the previous sections. Some are named deceptively. For example, a Prince is essentially a “Destroyer”, and Void Aspect’s quality of “nothingness” tends to make Classes behave the sort-of oppositely of how they would with a different Aspect.



F. Lunar Sway

A player's Lunar Sway determines whether they are a Prospit Dreamer or Derse Dreamer, and it speaks to the nature of that player.

The Game Master should make sure that the number of Prospit Dreamers and Derse Dreamers are as equal as possible in any game. This section just breaks down ideologies for Dreamers. For more information on Dream Selves, see "Section X.D. Dream Selves".

1. Prospit Sway

Marked by a flexible optimism, the personalities of Prospit Dreamers are reactive and intuitive. They naturally exist in the present, rather than look to the future or obsess over the past. When making decisions Prospit Dreamers tend to rely on gut instinct and whatever emotions they are experiencing at the moment. This makes them quick to act and reliable in a crisis, but it also can make them capricious. They have trouble thinking things through, and their feelings toward specific situations and decisions can change from day to day. They solve problems with creativity rather than cold logic, often seeing multiple options with ease and clarity. Because they generally take things as they come, Prospit Dreamers are less rebellious than they are adaptable—instead of struggling against authority, they will find a way to coexist with it. Possibly because they are so instinctual and flexible, they like having a defined set of rules—a safety net for their passionate lives. Naturally trusting, they have trouble with deception or



hiding their true selves, and will often worry about what others think of them. The self they project into the world is often not under their control.

2. Derse Sway

Derse Dreamers have personalities marked by a distinct and restless skepticism. Whatever their waking circumstances, chances are they will live in a state of dissatisfaction. Rebellion is in their blood, manifesting whether they are fighting back against a fascist dictatorship, or the most recent trend in casual footwear. Derse Dreamers are cerebral and self-aware; they have a far better grasp on the landscape of their own minds than on the world around them, which they can find alienating and confusing. But as so much of their identity is built on control, they will do their utmost to hide any insecurities, often with false humility or self-deprecating humor. They may be inflexible and pessimistic, but they are also great problem solvers, facing conflicts head-on with shrewd, calculating minds. They see one true path among an infinite snarl of wrong ones. They tend to be introverted, but if you win their trust Derse Dreamers are extremely powerful allies. However, they find sincere vulnerability difficult and will often keep people at arm's length. Letting go and living in the moment is hard for a Derse Dreamer; they constantly look toward the future and analyze the past.



G. Extended Zodiac

Every Sburb player has an insignia that represents them. When the game of Sburb is completed, the new Universe has new constellations surrounding the newly rewarded planet. Those constellations depict all of the Signs of the players that beat the game. These constellations make up a Zodiac that is used in the astrology of those that will live on the new planet.

Zodiacs have a storied history from past games of Sburb. When Squiddles completed their game and created the Universe in which the Trolls live, the Signs of the 48 Squiddle players constituted the Troll Zodiac. When Trolls completed their game and created the Universe in which the Humans live, the Signs of the 12 Troll players constituted the Human Zodiac. When the Humans completed their game and created the next Universe, the Signs of the eight Human players constituted the next Zodiac.

Different species have different methods for choosing their Signs. The Signs for Trolls have complex rules, but Human astrology only acknowledges 12 Signs in their Zodiac. The complete list of Signs the Trolls used is known as the Extended Zodiac by Humans.

The Extended Zodiac and all of its Signs can be found on the following website: <http://hs.hiveswap.com/ezodiac> .

1. Human Signs

Humans don't have a widely adopted system of assigned insignias, so instead Human Signs are personally chosen images that relate to each individual. Therefore, Human Signs can be potentially anything, but they tend to be simple representative images. In addition, most Human Sburb players type in a text of the same color as their Sign and mutated irises. All of the known

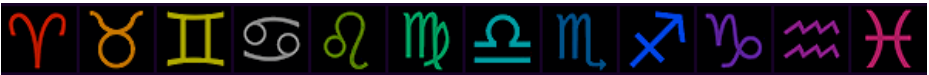
Human Signs used thus far are as follows: a Green Slime, a Pink Squid, a Red Disc, Blue Dog, Blue Slime, Pink Cat, Orange Hat, Green Skull, Green Star, and Blue Spaceship.



2. Hemospectrum

The Hemospectrum refers to the varying blood colors that Trolls can have. However, the blood colors also correspond to some biological and psychic powers, as well as social status within the Trolls’ class system. Trolls are usually assigned a Sign from what Humans called the Extended Zodiac from birth. From the Sign, information can be gleaned about which Lunar Sway and Aspect a Troll would have if they became a Sburb player. Signs that match the original Zodiac signs are considered True Signs.

Players should consult this section if players are deciding upon their Troll characters, because the blood caste determines some special abilities they can have. However, be careful, because players could potentially learn their Aspects and Lunar Sway earlier than intended by reviewing their Signs.



i. Burgundy

The Burgundy blood caste is the lowest caste in the Hemospectrum, and it is the most populous caste. Those within this caste are often called Rust bloods and Lowbloods, and they tend to live only around 12 sweeps, which is equal to about 26 Human years. They have the strongest psychic powers of any caste, but they are also the most psychically vulnerable. They can move objects with telekenesis with great force. Those with Burgundy Signs are also often just called Rust Signs.



Adventure motivates Rust Signs more than anything else. They crave new experiences, the wilder and farther-from-home, the better. They are confident and energetic, ready to face the unknown. This dynamism makes them great leaders, but it can also make them foolhardy. Often, they don't possess the level of caution they should for someone so willing to jump into new things. Their willingness to trust can get them into trouble, but they are also incredibly resilient. Their ability to bounce back from trauma and injury leaves them as the toughest sign class on the spectrum. Rust Signs make great friends and traveling companions, but they also can be selfish and quick to anger. If what they deem to be an acceptable level of "excitement" isn't happening around them, they have a tendency to try to stir some up. They love the drama. They have incredibly high expectations for themselves and for romantic partners. If someone doesn't live up to these, they may deem them not worth their time. If they aren't careful, Rust Signs can end up in a cycle of excitement, followed by crushed expectations, followed by a quick recovery and new flush of excitement.

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Aries	The Excavator	Time	Derse	
Arsces	The Pilgrim	Life	Derse	
Arrius	The Visualizer	Hope	Derse	
Ariborn	The Escapee	Rage	Derse	
Arittarius	The Astronaut	Void	Derse	
Arpia	The Examiner	Light	Derse	
Arza	The Inevitable	Mind	Derse	
Arga	The Trailblazer	Space	Derse	
Aro	The Lost	Heart	Derse	
Arcen	The Companion	Blood	Derse	
Armini	The Reconciler	Doom	Derse	
Arun	The Impetuous	Breath	Derse	

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Arist	The Headstrong	Time	Prospit	
Arsci	The Medic	Life	Prospit	
Arnius	The Heedless	Hope	Prospit	
Aricorn	The Runaway	Rage	Prospit	
Arittanius	The Voyager	Void	Prospit	
Arpio	The Seeker	Light	Prospit	
Arra	The Wayward	Mind	Prospit	
Argo	The Zenith	Space	Prospit	
Arlo	The Mirage	Heart	Prospit	
Arcer	The Officer	Blood	Prospit	
Armino	The Static	Doom	Prospit	
Arus	The Wanderer	Breath	Prospit	

ii. Bronze

The Bronze blood caste is the second-lowest class of blood, and it is the second-most populous caste.



Those within this caste are often called Rust bloods, Lowbloods, Fudgebloods, and Umber bloods, and they have lifespans longer than Burgundy bloods but not as long as Gold bloods. They have psychic powers that allow them to commune with animals, beasts, and Lusii.

Some known mutations that can occur to Bronze bloods include the ability to grow large, butterfly-like wings.

Bronze Signs have a warm and generous disposition, but you might not accuse them of it the first time you meet. They have a tendency toward being withdrawn and slow to open up with new people. This can make them come off as arrogant and cold, like they think they are too good for everyone, although the reality couldn't be further from the truth. In fact, they crave validation and companionship. They are very open-hearted, but if a Bronze Sign decides to dig their heels in, it can be like talking to a wall. More so than any of the other sign classes, Bronze Signs have a marked love of creature comforts. They crave stability and safety, and if they have the means, their homes will be full of beautiful things. Some might accuse them of being hedonistic; they would probably just claim to know what they like. As lovers they can be quite needy, wanting assurances that the affection they feel is reciprocated. Maybe because of this, they have a particular affinity for animals. Don't try to break a Bronze's Sign's routines—they'll resent you for it, even if oftentimes they are too polite to say so.

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Taurus	The Unfledged	Breath	Prospit	
Taurist	The Prosperous	Time	Prospit	
Taursci	The Convalescent	Life	Prospit	
Taurnius	The Entrepreneur	Hope	Prospit	
Tauricorn	The Gratified	Rage	Prospit	
Taurittanius	The Utopian	Void	Prospit	
Taurpio	The Student	Light	Prospit	
Taurra	The Transient	Mind	Prospit	
Taurgo	The Divine	Space	Prospit	
Taurlo	The Extravagant	Heart	Prospit	
Taurcer	The Cherished	Blood	Prospit	
Taurmino	The Lonely	Doom	Prospit	

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Taurun	The Liberated	Breath	Derse	
Tauries	The Unsatisfied	Time	Derse	
Taursces	The Recovered	Life	Derse	
Taurrius	The Unmapped	Hope	Derse	
Tauriborn	The Covetous	Rage	Derse	
Taurittarius	The Skydiver	Void	Derse	
Taurpia	The Aesthete	Light	Derse	
Taurza	The Revealer	Mind	Derse	
Taurga	The Guardian	Space	Derse	
Tauro	The Withdrawn	Heart	Derse	
Taurcen	The Connected	Blood	Derse	
Taurmini	The Hermit	Doom	Derse	

iii. Gold



The Gold blood caste is the third-lowest class of blood, and it is the third-most populous caste. Those within this caste are often called Lowbloods, Yellow bloods, and Ochre bloods, and they have lifespans longer than Bronze bloods but not as long as Lime bloods. They are powerful psionics and are capable of moving objects at incredibly speeds. Gold bloods also tend to have two pairs of horns.

Some known mutations that can occur to Gold bloods include Vision Twofold, the ability to fire destructive red and blue psionic blasts from the eyes.

Gold Signs are the reigning geniuses of the sign class spectrum, and chances are they know it. Witty and widely read, they enjoy conversation and debate, even when that conversation gets a little one-sided. They can come off as preachy, and they have a tendency to railroad, just driving into their interlocutors with the force of their intellect. Their arguments make perfect sense to themselves, but not always to those around them. Gold Signs are interested in a wide variety of topics, so they tend to be Jacks-of-all-trade, and can have trouble dedicating themselves to just a single hobby or career. They have a tendency to be high-energy, and can stress people out, including themselves. Their anxiety is such that they often need quite a bit of time alone with their projects. They can talk circles around most people, and they aren't afraid to use their intelligence to manipulate others to get what they want. They are good at making money, and also good at spending it. They aren't great financial planners, tending toward impulse purchases. In romance they lean toward partners who can keep up with them, both with their intellect and their energy, which can both be hard to match.

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Gemini	The Cynic	Doom	Derse	
Gemun	The Unbridled	Breath	Derse	
Gemries	The Savvy	Time	Derse	
Gemsces	The Prudent	Life	Derse	
Gemrius	The Perceptive	Hope	Derse	
Gemiborn	The Uproarious	Rage	Derse	
Gemittarius	The Student	Void	Derse	
Gempia	The Sapient	Light	Derse	
Gemza	The Shrewd	Mind	Derse	
Gemga	The Ascetic	Space	Derse	
Gemo	The Wit	Heart	Derse	
Gemcen	The Entertainer	Blood	Derse	

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Gemino	The Condemned	Doom	Prospit	
Gemus	The Alert	Breath	Prospit	
Gemrist	The Streetwise	Time	Prospit	
Gemsci	The Temperer	Life	Prospit	
Gemnius	The Canny	Hope	Prospit	
Gemicorn	The Anarchic	Rage	Prospit	
Gemittanius	The Shipwright	Void	Prospit	
Gempio	The Concise	Light	Prospit	
Gemra	The Pilot	Mind	Prospit	
Gemgo	The Original	Space	Prospit	
Gemlo	The Internal	Heart	Prospit	
Gemcer	The Intimate	Blood	Prospit	

iv. Lime

The Lime blood caste is the fourth-lowest class of blood, and it was the fourth-most populous caste until those within it were extincted through genocide. Those within this caste were often called Lowbloods and Yellowgreen bloods, and they had lifespans longer than Gold bloods but not as long as Olive bloods. They were eliminated in Troll society because they had psychic powers that threatened the power of the upper castes. Despite the genocide, it is possible the genes for Lime bloods still exist within the Troll species, meaning Lime bloods could theoretically still be born and not culled.

The True Sign for Lime bloods didn't originally exist, for that Sign was based on a Mutant blood. That Sign, Cancer, was retroactively added into the Lime Signs.

Lime Signs are tumultuous, bringing great emotion and creativity to their endeavors. They are resolute in their decisions; if they are going to do something, they do it. They have a tendency toward melodrama, especially when they feel passionately about something, and their bad moods are loud and usually difficult to conceal. Hiding their feelings does not come naturally to them, so many Lime Signs cultivate a hard outer shell to hide the passionate, caring person inside. Lime Signs tend to have a large group of friends—they draw people to them with allure and the promise of excitement, and are usually unaware that they are doing it. They tend to focus on their own flaws, rather than their good points. Although they are exceedingly kind and empathetic individuals, many Lime Signs possess a mean streak. If you catch them on a bad day, they can be incredibly vicious. But if they take care to use their power for good, they make very loyal companions. Romance is extremely important to Lime Signs, and when they fall, they fall hard. They don't take rejection well, and a breakup can send them into a tailspin requiring an extended period of recovery.

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Cancer	The Signless	Blood	Prospit	
Camino	The Consoler	Doom	Prospit	
Canus	The Unbound	Breath	Prospit	
Canrist	The Vehement	Time	Prospit	
Cansci	The Reliever	Life	Prospit	
Cannius	The Theatrical	Hope	Prospit	
Canicorn	The Storm	Rage	Prospit	
Canittanius	The Romantic	Void	Prospit	
Canpio	The Effervescent	Light	Prospit	
Canra	The Constrained	Mind	Prospit	
Cango	The Opus	Space	Prospit	
Canlo	The Thespian	Heart	Prospit	

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Cancen	The Nexus	Blood	Derse	
Camini	The Commiserator	Doom	Derse	
Canun	The Vociferous	Breath	Derse	
Canries	The Scrapper	Time	Derse	
Cansces	The Mover	Life	Derse	
Canrius	The Helper	Hope	Derse	
Caniborn	The Tumultuous	Rage	Derse	
Canittarius	The Striking	Void	Derse	
Canpia	The Informer	Light	Derse	
Canza	The Producer	Mind	Derse	
Canga	The Playwright	Space	Derse	
Cano	The Transluscent	Heart	Derse	

v. Olive

The Olive blood caste is the lowest of the middle classes of blood. Those within this caste are often called Lowbloods, Midbloods, and Green bloods, and they have lifespans longer than Lime bloods but not as long as Jade bloods. They are high enough on the Hemospectrum to not have any psychic powers.



Olive Signs are, by and large, incredibly agreeable people. They are generous and enthusiastic, ready to offer help to anyone who needs it. Luck plays a large role in their lives; Olive Signs have a knack for being in the right place at the right time. And even in the case that their luck goes bad, they can ride rough patches out without falling too far into depression or hopelessness. That said, Olive Signs are most comfortable with things that they are familiar with; new places and ideas often alarm them, resulting in a dogmatic insistence that their way is the right way. They can be quite bossy and domineering, although that usually comes out of a genuine belief that they know best and can help the ones they care about. They are extremely faithful friends and lovers, ready to drop everything and go into helper mode. However, if their trust is breached, there's no going back. No one can hold a grudge like an Olive Sign, and they aren't afraid to just pick up and leave if they decide something isn't working for them. Romance and companionship are extremely important to them, so even if they get hurt, their hearts remain open.

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Leo	The Disciple	Heart	Derse	
Lecen	The Provident	Blood	Derse	
Lemini	The Trusted	Doom	Derse	
Leun	The Migrant	Breath	Derse	
Leries	The Tenacious	Time	Derse	
Lesces	The Instructor	Life	Derse	
Lerius	The Staunch	Hope	Derse	
Leiborn	The Paradox	Rage	Derse	
Leittarius	The Ardent	Void	Derse	
Lepia	The Synthesizer	Light	Derse	
Leza	The Pliant	Mind	Derse	
Lega	The Stoic	Space	Derse	

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Lelo	The Steadfast	Heart	Prospit	
Lecer	The Loyalist	Blood	Prospit	
Lemino	The Sympathetic	Doom	Prospit	
Leus	The Flexible	Breath	Prospit	
Lerist	The Advancer	Time	Prospit	
Lesci	The Polisher	Life	Prospit	
Lenius	The Restless	Hope	Prospit	
Leicorn	The Unforgiving	Rage	Prospit	
Leittanius	The Emphatic	Void	Prospit	
Lepio	The Fortunate	Light	Prospit	
Lera	The Chameleon	Mind	Prospit	
Lego	The Nomad	Space	Prospit	

vi. Jade



The Jade blood caste is the second-lowest of the middle classes of blood, and Jade bloods are relatively rare in population despite their placement on the Hemospectrum. Those within this caste are often called Lowbloods and Midbloods, and they have lifespans longer than Olive bloods but not as long as Teal bloods. Jade bloods are predominantly female. They don't have psychic powers, but they are exceptional when it comes to tending to Troll reproduction and Mother Grubs.

Some known mutations that can occur to Jade bloods include the ability to become Rainbow Drinkers, the Troll equivalent of vampires. They can survive what normally would be fatal wounds, must drink Troll blood of all colors for sustenance, and can learn to control self-bioluminescence.

Jade Signs are the zodiac's caretakers. Intelligent and steady, they are excellent organizers and planners. They are detail-oriented, and can tend toward perfectionism, never satisfied with their endeavors. If you hire on a Jade Sign, be prepared for an excellent product, but also no peace until that project is flawless. They are fussy and particular, which can cause friction with those around them, although a Jade Sign holds no one to as high a standard as they hold themselves. Since they are shy with strangers and slow to open up, Jade Signs can often come off as timid or doormats, when really they just prefer to come at conflicts in a less combative way. Naturally loyal and loving, they make wonderful doctors, parents, and caretakers, whether they are taking care of people, pets, or plants. In relationships, they can be slow to open up, and need someone willing to be patient enough to go at their pace. If all of this makes Jade Signs sound soft and nurturing, they are, but keep in mind that they can also be fiercely destructive if those they care about are threatened. It takes a lot to make a Jade Sign snap, but if they do, take cover.

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Virgo	The Fruitful	Space	Prospit	
Virlo	The Foundation	Heart	Prospit	
Vircer	The Accountable	Blood	Prospit	
Virmino	The Inexhaustible	Doom	Prospit	
Virus	The Adaptable	Breath	Prospit	
Virist	The Protector	Time	Prospit	
Virsci	The Alchemist	Life	Prospit	
Virnius	The Fierce	Hope	Prospit	
Viricorn	The Lethal	Rage	Prospit	
Virittanius	The Deliberate	Void	Prospit	
Virpio	The Hearth	Light	Prospit	
Virra	The Sage	Mind	Prospit	

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Virga	The Pure	Space	Derse	
Viro	The Redemptive	Heart	Derse	
Vircen	The Liable	Blood	Derse	
Virmini	The Abiding	Doom	Derse	
Virun	The Eager	Breath	Derse	
Viries	The Mother	Time	Derse	
Virsces	The Roborant	Life	Derse	
Virrius	The Vindicated	Hope	Derse	
Viriborn	The Stringent	Rage	Derse	
Virittarius	The Patient	Void	Derse	
Virpia	The Perfectionist	Light	Derse	
Virza	The Puzzle	Mind	Derse	

vii. Teal

The Teal blood cast is the second-highest of the middle classes of blood, and it is the most populous of the upper classes. Those within this caste are often called Midbloods, Highbloods, and Aqua bloods, and they have lifespans that can last somewhere between many decades and even a few centuries. They don't have psychic powers, but they are exceptional when it comes to practicing law.



Teal Signs are natural charmers. Social and flirtatious, they are great at parties and public speaking events. Even though they aren't afraid to use their many engaging qualities in both personal and business ventures, they have a strong moral sense. Right and wrong are very obvious to a Teal Sign, and it can frustrate them that others don't see the world the same way they do. Their idealism can make them strong defenders of justice, but it can also result in them being incredibly let down. Their strict adherence to procedure can lead to errors in judgement; they can be gullible and too quick to trust. They have vibrant imaginations, and enjoy fiction and roleplaying, and often those games will resemble the lives they want to be living. Deep down, they often long for a hero, someone they can idolize and count on, with the smarts and charisma to keep up with them. Unfortunately, they have a tendency to get involved with people who are very obviously wrong for them out of a desire not to be alone. Many Teal Signs are better off being single, at least until someone really extraordinary comes along.

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Libra	The Watcher	Mind	Prospit	
Ligo	The Circumscribed	Space	Prospit	
Liblo	The Inescapable	Heart	Prospit	
Licer	The Charmer	Blood	Prospit	
Limino	The Endurer	Doom	Prospit	
Libus	The Vibrant	Breath	Prospit	
Librist	The Guerilla	Time	Prospit	
Libsci	The Absolver	Life	Prospit	
Libnius	The Certain	Hope	Prospit	
Libicorn	The Dismantler	Rage	Prospit	
Libittanius	The Skeptic	Void	Prospit	
Lipio	The Initiate	Light	Prospit	

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Libza	The Acute	Mind	Derse	
Liga	The Dogged	Space	Derse	
Libo	The Militant	Heart	Derse	
Licen	The Worshiper	Blood	Derse	
Limini	The Abider	Doom	Derse	
Libun	The Escapist	Breath	Derse	
Libries	The Executive	Time	Derse	
Libsces	The Enhancer	Life	Derse	
Librius	The Seamstress	Hope	Derse	
Libiborn	The Finale	Rage	Derse	
Libittarius	The Hidden	Void	Derse	
Lipia	The Networker	Light	Derse	

viii. Cerulean

The Cerulean blood caste is the highest of the middle classes of blood and the lowest of the noble classes, and it is the second-most populous of the upper classes. Those within this caste are often called Midbloods, Highbloods, Blue bloods, and Cobalt bloods. They have lifespans that can last for centuries, and Cerulean bloods are predominantly male. Most of them never develop psychic powers, but it does occasionally happen. Those with Cerulean Signs are also often just called Blue Signs.



Some known mutations that can occur to Cerulean bloods include Vision Eightfold, the ability to see through objects, and powerful psychic powers of mental manipulation. Those psychic powers are powerful on Trolls, but they can only be used on other species to put people to sleep or wake them up.

Let's not mince words: Blue Signs are the ones to watch. Of all the sign classes, they have the potential to do the most good, but also cause the worse harm. They can be incredibly effective, and also incredibly destructive. Tell a Blue Sign this and chances are they would agree with you. They are magnetic and adaptive, able to adjust how they present themselves in any situation. They have a mask for every occasion. They are obsessively dedicated, willing to throw themselves into work, play, and everything in between. Because of this, Blue Signs are highly valuable allies and friends. However, they are very selective when it comes to who they let into their inner circle. You could be best friends with a Blue Sign and still never truly know them. They are powerful and successful, but they also tend toward jealousy. They often resent those they see as more well-positioned than they are. A well-adjusted Blue Sign is fantastically competent and inspiring, but a Blue Sign at their worst is a force for chaos. In love they can find themselves having to choose between their ambitions and their relationships, often with great difficulty.

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Scorpio	The Conqueror	Light	Prospit	
Scorra	The Impromptu	Mind	Prospit	
Scorgo	The Crusader	Space	Prospit	
Scorlo	The Devious	Heart	Prospit	
Scorcer	The Champion	Blood	Prospit	
Scormino	The Fatalistic	Doom	Prospit	
Scorus	The Victorious	Breath	Prospit	
Scorist	The Mutineer	Time	Prospit	
Scorsci	The Fixer	Life	Prospit	
Scornius	The Radical	Hope	Prospit	
Scoricorn	The Destructive	Rage	Prospit	
Scorittanius	The Righteous	Void	Prospit	

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Scorpia	The Emperor	Light	Derse	
Scorza	The Strategist	Mind	Derse	
Scorga	The Deviser	Space	Derse	
Scoro	The Wondrous	Heart	Derse	
Scorcen	The Uniter	Blood	Derse	
Scormini	The Martyr	Doom	Derse	
Scorun	The Insurgent	Breath	Derse	
Scories	The Redeemer	Time	Derse	
Scorsces	The Alleviator	Life	Derse	
Scorrius	The Cunning	Hope	Derse	
Scoriborn	The Dangerous	Rage	Derse	
Scorittarius	The Doubtful	Void	Derse	

ix. Indigo

The Indigo blood caste is the fourth-highest class of blood and nobility, and it is the fourth-least populous of the upper classes. Those within this caste are often called Highbloods and Blue bloods. They have lifespans that can last for a few centuries. They don't have psychic powers, but they can be exceptional when it comes to physical prowess.



Indigo Signs are the enthusiasts of the sign classes. Friendly and cheerful, their optimism is contagious. Being around a well-adjusted Indigo Sign is always a good time. It's hard not to be drawn into their excitable orbit, just like they are drawn in by anything and everything that piques their interest. And those interests are liable to change at any time. Indigo Signs will often surprise their friends and family by declaring they are no longer interested in what just last week they were claiming was their jam. If you catch an Indigo Signs in a philosophical mood, they can be unexpectedly poignant and introspective. A downside of all this jovial enthusiasm is that Indigo Signs often don't know their own strength. They are known to be careless, both physically and emotionally, their conversations punctuated by jostling elbows and tactless comments. They don't usually mean to offend, and are often shocked to find out they upset anyone. When this happens, they can dig their heels in and insist they did nothing wrong. In romance, Indigo Signs need partners who can keep up with their expansive personalities, as well as forgive them for the occasional hurt feeling or two.

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Sagittarius	The Engineer	Void	Derse	
Sagipia	The Empirical	Light	Derse	
Sagiza	The Inventor	Mind	Derse	
Sagiga	The Builder	Space	Derse	
Sagio	The Ego	Heart	Derse	
Sagicen	The Teacher	Blood	Derse	
Sagimini	The Lurid	Doom	Derse	
Sagiun	The Journeyman	Breath	Derse	
Sagiries	The Revolutionary	Time	Derse	
Sagisces	The Fervent	Life	Derse	
Sagirius	The Bardic	Hope	Derse	
Sagiborn	The Rampant	Rage	Derse	

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Sagittanius	The Nascent	Void	Prospit	
Sagipio	The Detective	Light	Prospit	
Sagira	The Tenable	Mind	Prospit	
Sagigo	The Creator	Space	Prospit	
Sagilo	The Lofty	Heart	Prospit	
Sagicer	The Hostess	Blood	Prospit	
Sagimino	The Penitent	Doom	Prospit	
Sagius	The Traveler	Breath	Prospit	
Sagirist	The Rebel	Time	Prospit	
Sagisci	The Genuine	Life	Prospit	
Saginius	The Believer	Hope	Prospit	
Sagicorn	The Wild	Rage	Prospit	

x. Purple

The Purple blood caste is the third-highest class of blood and nobility and the highest-class of blood for all Land-Dwellers. Those within this caste are often called Highbloods and sometimes The Highbloods, They have lifespans that can last for many centuries. Purple bloods are predominantly male. Most of them don't have psychic powers, but they can be exceptionally strong and violent. They are often indoctrinated into a Juggalo-like religion that believes a band of rowdy and capricious minstrels will rise one day on a mythical paradise planet.



Some known mutations that can occur to Purple bloods include Chucklevoodooos, the ability to psychically manipulate the subconscious of any species through telepathy and dream conjuring. Chucklevoodooos are typically invoked sparingly because of their limitations.

Purple Signs are the workaholics of the sign classes. Ambitious and driven, they have a very specific path in mind to reach the pinnacle of their field, and will work tirelessly toward it. However, if their practical brains convince them that their goal is unrealistic, they may be slow to trust anyone with the secret of their true desires. They are often very funny, their wit veering toward the dryly macabre. Their fatalism can be incredibly humorous or terrible, depending who you ask. Purple Signs are usually the people who will say out loud what everyone else was thinking but was too nervous to mention. They are very stubborn, and once they've made up their mind about something, whether it be a restaurant choice or a political affiliation, it is difficult to change. They have trouble admitting they were mistaken, and also that they are upset. An oft-repeated phrase of the Purple Signs is, "It's fine, don't worry about it." They will let arguments fester rather than face them head on. In love they tend to be strictly monogamous and fiercely devoted, ready to pledge themselves to a person the same way they do their goals-utterly, and without reservation.

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Capricorn	The Capricious	Rage	Prospit	
Caprittanius	The Brazen	Void	Prospit	
Capripio	The Risk-Taker	Light	Prospit	
Caprira	The Unwavering	Mind	Prospit	
Caprigo	The Lacuna	Space	Prospit	
Caprilo	The Multifaceted	Heart	Prospit	
Capricer	The Defender	Blood	Prospit	
Caprimino	The Enduring	Doom	Prospit	
Caprius	The Climber	Breath	Prospit	
Caprist	The Audacious	Time	Prospit	
Caprisci	The Mendicant	Life	Prospit	
Caprinus	The Credulous	Hope	Prospit	

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Capriborn	The Malignant	Rage	Derse	
Caprittarius	The Rift	Void	Derse	
Capripia	The Brusque	Light	Derse	
Capriza	The Rigid	Mind	Derse	
Capriga	The Surveyor	Space	Derse	
Caprio	The Opaque	Heart	Derse	
Capricen	The Taskmaster	Blood	Derse	
Caprimini	The Perilous	Doom	Derse	
Capriun	The Cartographer	Breath	Derse	
Capries	The Bold	Time	Derse	
Caprisces	The Uplifted	Life	Derse	
Capririus	The Contender	Hope	Derse	

xi. Violet

The Violet blood caste is the second-highest class of blood and nobility, and it is the second-least populous of the upper classes. Those within this caste are often called Highbloods and Sea-Dwellers. They have lifespans that can last for millenia, and they consider themselves the aristocracy of Troll society. They don't have psychic powers, but they are amphibiously capable of extended stays underwater and in the sea. They are responsible for enforcing the Empress's rule to the Highbloods to be enforced upon the Land-Dwellers.



Violet Signs are the universe's eccentrics. Forget marching to their own drummer-Violets built their own drum, and it's probably weird. A good deal of this is natural, but they also have a distinct bent toward contrariness. They are the sorts to give the popular thing a pass. Personable and outlandish, they are ready to make friends with anyone, although if they aren't careful their 'game for anything' attitude can come across as clingy or desperate. When their feelings are reciprocated, however, they are very loyal friends. Politics and humanitarian causes are often very important to Violet Signs, and they will turn their considerable inventive energy into a sort of noblesse oblige, happy to offer their nontraditional approaches to help others. At their very best Violet Signs are artistic and inspired, but they tread the fine line between genius and maniac. Too often their more esoteric interests can come across as perverse or untoward, and they can have a hard time holding their tempers, especially if they feel that they are being belittled or ignored. Intelligence is enormously attractive to Violet Signs, and often an intellectual connection is necessary for them to be attracted to a prospective partner.

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Aquarius	The Zealous	Hope	Derse	
Aquiborn	The Hedonist	Rage	Derse	
Aquittarius	The Enigma	Void	Derse	
Aquapia	The Eccentric	Light	Derse	
Aquaza	The Politic	Mind	Derse	
Aquaga	The Campaigner	Space	Derse	
Aquo	The Obsessive	Heart	Derse	
Aquacen	The Avant-Garde	Blood	Derse	
Aquamini	The Idiosyncratic	Doom	Derse	
Aquiun	The Spontaneous	Breath	Derse	
Aquaries	The Heroic	Time	Derse	
Aquasces	The Offbeat	Life	Derse	

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Aquanius	The Magician	Hope	Prospit	
Aquicorn	The Tempest	Rage	Prospit	
Aquittanius	The Elegant	Void	Prospit	
Aquapio	The Maverick	Light	Prospit	
Aquara	The Contrarian	Mind	Prospit	
Aquago	The Esoteric	Space	Prospit	
Aqualo	The Puppeteer	Heart	Prospit	
Aquacer	The Foretold	Blood	Prospit	
Aquamino	The Tilted	Doom	Prospit	
Aquius	The Whimsical	Breath	Prospit	
Aquarist	The Renegade	Time	Prospit	
Aquasci	The Charitable	Life	Prospit	

xii. Fuchsia

The Fuchsia blood caste is the highest class of blood and nobility, and it is the least populous class of the Hemospectrum. The most Fuchsia bloods at any given time are the Empress and a competing Heiress. The two inevitably lead to conflict. If the Empress defeats the Heiress, the Empress continues to rule, but if the Heiress defeats the Empress, the Heiress becomes the new Empress. They have indeterminate lifespans and never die of old age. They don't have psychic powers, but they are capable of living their entire lives underwater and in the sea if they so choose.



There aren't any known mutations of Fuchsia bloods, except for one, Her Imperious Condescension, who spent incredible resources to research Troll mutations and underwent experimentation to give herself mutant abilities of the entire Hemospectrum.

Fuchsia Signs are the final of the sign classes, fittingly, also the most enigmatic. Possessing a strong imagination, they have an otherworldly quality to them that draws others in. Often, it has more to do with what they don't tell you than what they do, giving them an air of mystery that would more than likely perplex a Fuchsia sign if you told them about it. They aren't usually trying to be alluring-they're just lost in thought. Highly emotional, Fuchsia signs are sensitive and anxious, and tend to spend a lot of time worrying-about the world, the future, and what others think of them. They are artistic and talented, but can suffer from crippling bouts of depression, holding themselves to impossibly high standards. They have rich fantasy lives, and can get so caught up in daydreams that they sometimes forget to actually do things. Many Fuchsia Signs have trouble with follow-through, and it can take a lot to kick them out of their inertia. As far as romance goes, they need partners who are willing to put in the time to go at their pace, and who can handle how sensitive and emotional they can be.

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Pisces	The Cleric	Life	Derse	
Pirius	The Storyteller	Hope	Derse	
Piborn	The Albatross	Rage	Derse	
Pittarius	The Philosopher	Void	Derse	
Pipia	The Inquiring	Light	Derse	
Piza	The Conjurer	Mind	Derse	
Piga	The Designer	Space	Derse	
Pio	The Pathfinder	Heart	Derse	
Picen	The Compatriot	Blood	Derse	
Pimini	The Adjuster	Doom	Derse	
Piun	The Unconfined	Breath	Derse	
Piries	The Dissenter	Time	Derse	

SIGN	DESCRIPTOR	ASPECT	SWAY	IMAGE
Pisci	The Druid	Life	Prospit	
Pinius	The Sensational	Hope	Prospit	
Picorn	The Hurricane	Rage	Prospit	
Pittanius	The Quixotic	Void	Prospit	
Pipio	The Searcher	Light	Prospit	
Pira	The Visionary	Mind	Prospit	
Pigo	The Artisan	Space	Prospit	
Pilo	The Spirited	Heart	Prospit	
Picer	The Confidante	Blood	Prospit	
Pimino	The Empathetic	Doom	Prospit	
Pius	The Free	Breath	Prospit	
Pirist	The Apostate	Time	Prospit	

xiii. Mutant Exceptions

Trolls' reproductive process leads to a fair amount of mutation in their species. Most mutations can lead to minor anatomical differences or gaining special abilities, but such changes still fall within the Hemospectrum.

However, a significant mutation that some Trolls have faced is having a color that doesn't register on the Hemospectrum. There have been three Trolls that were Mutant bloods, specifically Candy Red bloods. Thus, they were treated by society as being even lower than the lowest class, Burgundy bloods, and they had no psychic powers at all. No Lusii had been naturally found with blood outside the Hemospectrum, but the Crabdad Lusus was genetically engineered to raise Candy Red bloods.



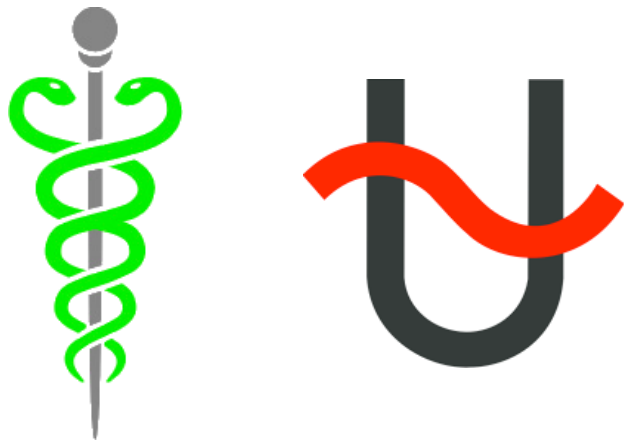
The most notable Mutant blood was a Troll known as the Sufferer, also known as the Signless and Troll Jegus, who was a martyr for the oppressed Trolls of their society. The bracelets that were used for his execution became a new symbol to represent the Mutant bloods, although it would be retroactively added to the list of executed Lime Signs.

There are a few additional Signs some Trolls used that cannot be found in the Extended Zodiac, such as a Triangle and a music Note. Presumably they were Signs that were made up by the Trolls wearing them, possibly at personal risk. In addition, two Trolls had the Signs of the constellations of Perseus and Neptune, presumably because these two Trolls existed far in the future on a different planet with a different Zodiac.

SIGN	BLOOD COLOR	POSSESSORS	IMAGE
Cancer	Candy Red Blood	The Sufferer	
Note	Unknown	A Troll musician	
Triangle	Teal Blood	A Troll executioner	
Perseus	Cerulean Blood	A future Troll	
Neptune	Violet Blood	A future Troll	

3. Cherub Signs

Cherubs don’t have a widely adopted system of assigned insignias, so instead Cherub Signs are adopted from standards typically used for Human or Troll Signs. All known Cherubs took the Troll Sign approach but used Signs inspired by the 13th constellation of the Human Zodiac.



H. Ancestors and Guardians

Ancestors are relevant to Sburb when considering the family of the Sburb players. Ancestors are figures that are important to the Sburb players, ones they at some point consider their relatives. For Humans, that role tends to fall to old siblings, parents, and grandparents. For Trolls, that role tends to fall to Trolls of the distant past that share their Sign.

When someone takes care of a Sburb player through their youth and development, that being is called a Guardian. For Humans, their Ancestors tend to also be their Guardians, although some Humans are known to have Guardians that are not Ancestors. For Trolls, their Guardians are their Lusii that are distinct animalistic entities from their Ancestors.

The distinction between Ancestors and Guardians is especially important considering that in a Sburb game, if a Scratch is invoked, the game resets with different players. If the game is reset, the Ancestors take the place of the players in the reset game, while the players take the place of the Ancestors. That means the Ancestors are also Paradox Clones and essentially backup players. If the game is never reset, then the Ancestors were always just regular Ancestors.

Also, since all Sburb players are actually Paradox Clones, all Ancestors are not truly related to the Sburb players. Should the game be reset, their Ancestors are alternate but elder versions of Paradox Clones sent to the past. Should the game never reset, their Ancestors are just people that adopted them in some way.

For more information on Paradox Clones, see “Section XII.D.3.iii. Paradox Clones”. For more information on the Scratch, see “Section XII.C.4.iii. The Scratch”.

V. Sylladex

Sylladices are the inventory systems used by each Sburb player. For experienced players, they exist as a convenient method for storing items. However, for inexperienced players, fumbling with their use can prove quite a challenge. A Sylladex is ultimately necessary for each player to carry a multitude of items that would normally not be physically possible.

This section breaks down how the inventory works in Sburb. Consult this section to figure out how everything works. There are different Sylladex Sheets based on the different Fetch Modi. All captchalogued items are to be placed upon the Sylladex Sheets. There is an additional Equipped Sheet that is intended to be used for any items a player has on their person but hasn't captchalogued into their Sylladex.

A. Captchalogue Cards

Captchalogue Cards are game constructs that constitute the primary method of inventory management in a Sylladex. A Captchalogue Card is capable of storing real-world objects and items within them for later retrieval. While an object is within a card, an eight-digit code for that item can be read on the back of the card. However, if a card contains an extremely complex item, the back has an encrypted image containing the code that can only be read by an Intellibeam Laserstation. All of a player's Captchalogue Cards in their Sylladex constitutes their Captchalogue Deck. Players can have as many cards within their deck as they can acquire, Fetch Modi allowing.



Players can access their cards in their Sylladex at any time, and since the cards and the Sylladex are game constructs, they can be made to not take up physical space or weight. Multiple objects and objects of large sizes can be captchalogued, but there are limitations depending on what Fetch Modus is being used. Captchalogue Cards can be used to captchalogue other Captchalogue Cards.

Note that, for mysterious reasons, pumpkins cannot be captchalogued.

Use the Captchalogue Card Tokens provided to be each players' cards. Numbers aren't on the back, because keeping up with the numbers is unnecessary for most uses. The front of each card is made of dry-erase paper, so you can draw on the cards to represent what item is in it. When an item is deployed from a card, move the card to the Equipped Sheet and put a blank card in its place in the Sylladex.

B. Fetch Modi

Fetch Modi are game constructs that determine how inventory management works. There 's many different kinds of Fetch Modi, and each kind of Fetch Modus has different rules of operation for how to retrieve a Captchalogue Card, how to store a card, how many cards a player can have, and how the cards are stored. In addition to the many kinds of pre-existing Fetch Modi, players can use Alchemy or Modus Control Decks to create new kinds of Fetch Modi. A Fetch Modus appears as a game construct similarly to a Captchalogue Card but with a different design, but Fetch Modi can be stored independently of Captchalogue Cards, but they can also be stored within Captchalogue Cards.

Use the Portfolio Sheet's Fetch Modi section to place your active Fetch Modus card and any other Fetch Modi you have. Use the Sylladex Sheet that corresponds with your active Fetch Modus.

Different Fetch Modi have different difficulties, so it is recommended that when you start a game of Sburb, you should remove ones that the players find too easy or too hard from the immediately eligible pool of starting Fetch Modi. Here is a quick breakdown of a rough estimate of how easy a Fetch Modus is.

Fetch Modus	Est. Ease of Use
Wallet	Very Easy
Array	Easy
Message in a Bottle	Easy
Recipe	Easy
Scratch and Sniff	Easy
Boggle	Average
Clue	Average
Connect Four	Average
Eight Ball	Average
Miracle	Average
Monopoly	Average
Operation	Average
Ouija	Average
Pictionary	Average
Puzzle	Average
Queue	Average
Stack	Average
Tech-Hop	Average
Yahtzee	Average
Battleship	Difficult
Chastity	Difficult
Fibonacci Heap	Difficult
Guess Who	Difficult
Hash Map	Difficult
Memory	Difficult
Tree	Difficult
Encryption	Very Difficult
Jenga	Very Difficult
Juju	Very Difficult

1. Data Structures

Some types of Fetch Modi operate based on the concept of data structures. They have operational systems that function on simple operational rules. For some, this can make them easy to use, but for others, this can make them a math-ridden mess.

i. Array

The Array Fetch Modus arranges Captchatalogue Cards in an array, allowing any card to be taken or stored at any time. Because of its simplicity, it is one of the best Fetch Modi. There are no default, modifiable options for Array.



Because Array can give a player a huge advantage, it is recommended that Arrays are not given out to players at the beginning of the game but only later. For this Fetch Modus, use the Array Sylladex Sheet. It works like the blue text explains.

ii. Encryption



The Encryption Fetch Modus arranges Captchalogue Cards by turning used cards into very heavy, physical, locked safes. The Captchalogue Safes have digital locks and must be hacked open in order to retrieve the items. With enough force, however, the safes can be broken, revealing the item inside. This Fetch Modus is most useful to players that are expert hackers who can carry many heavy objects. There are no default, modifiable options for Encryption.

Use the Encryption Sylladex Sheet, but only blank cards go in it. Anytime something is Captchalogued, draw on the blank card and move it to the Equipped Sheet to indicate it is now a physical object.

iii. Fibonacci Heap

The Fibonacci Heap Fetch Modus arranges Captchalogue Cards in a heap of queues based on the Fibonacci sequence, which is a sequence of numbers where each number is the sum of the previous two numbers. The number of cards in each queue goes as so: 1, 1, 2, 3, 5, 8, etc. Each queue works much like the queues in the Queue Fetch Modus. Cards can only be stored or retrieved at the bottom of each queue. The lower number queues must be filled before larger queues can be made. So, the queue of 2 cards can only be filled once the the first two queues of 1 card are filled.

If a card is retrieved from a queue, then that queue is no longer completely filled. Therefore, any queues that depended on that queue are ejected. For example, if a player retrieves an item from one of the first two queues of 1 card, then the queue of 2 cards are all ejected, along with the queue of 3 cards, and so forth.

This Fetch Modus is most useful to players that can store items early on that they might need much later but not right away and

can store enough items to get to the higher queues. There are no default, modifiable options for Fibonacci Heap.

Keep in mind for Fibonacci Heap that it isn't enough to just have Captchalogue Cards to meet the requirements. They have to be filled to use higher queues. Use the Fibonacci Heap Sylladex Sheet. It works like the blue text explains.

iv. Hash Map

The Hash Map Fetch Modus arranges Captchalogue Cards by assigning each card an index value from 0 to 9. To store an item, a player must decide what name to give to the item, which determines its index value based on the Hash Function in use. If an item is captchalogued and assigned an index value already being used, the previous item is forcibly ejected from the card and replaced with the new item. To retrieve items, a player must say the name given to the item. If the name is spoken by the player, the item is ejected from its card, with force proportional to the emphasis when spoken, even if the player said it by mistake. This Fetch Modus is most useful to players that can strategically name things for mathematical purposes.



Hash Map has a few default, modifiable options on the back. There is an Eject button that forcibly ejects every captchalogued item in the Sylladex. There is also an option to Detect Collisions, which alerts the player when a stored item name would replace a previous item, giving them a chance to try naming it something else or giving up on the matter altogether. There are also options for which Hash Function to use.

The default Hash Function indexes items by converting each letter in an item's name into a number – 2 for consonants and 1

for vowels – and divides the sum of those numbers by the number of cards in the deck. The remainder is the index. For example, if a player captchalogueed a “book” while having 10 cards in total, the Hash Function would calculate the book to be equal to $2+1+1+2 = 6$. Then, $6 / 10 = 0$ with a remainder of 6. The book would go in the sixth card. Another example, if a player captchalogueed a “pile of salt” while having 3 cards in total, the Hash Function would calculate the pile of salt to be equal to $2+1+2+1+1+2+2+1+2+2 = 16$. Then $16 / 3 = 5$ with a remainder of 1. The pile of salt would go in the first card.

Which Hash Function is in use can be changed at any time, although changing the Hash Function requires pressing the Eject button to activate it. The other Hash Functions work similarly but do the calculation slightly differently by giving each letter slightly different values, as follows.

- The default Hash Function assigns a 2 for every consonant and a 1 for every vowel. The letter Y can be considered either a consonant or a vowel.
- The second Hash Function assigns 1 for every consonant and a 2 for every vowel. The letter Y can be considered either a consonant or a vowel.
- The third Hash Function assigns values based on order in the alphabet for each letter: A=1, B=2, C=3, etc.
- Additional Hash Functions can be programmed by tech-savvy players.

Since the values range from 0 to 9, Hash Map can only have a maximum of 10 cards. The Game Master might want to arrange for Hash Map to have some extra cards early in the game to make it easier for the player. In addition, a player with this Fetch Modus might want a calculator handy. Also, since a player can speak multiple words within the same breath, on purpose or accidentally, a player can retrieve a multitude of items from their Sylladex using the Hash Map Fetch Modus all in a single action if

they say those words together. In fact, clever players could say those words during a dialogue turn to retrieve items even during dialogue, but the Game Master should only allow this if the words are spoken aloud. Use the Hash Map Sylladex Sheet. No matter what Hash Function is in use, the result will be between 0 and 9.

v. Stack

The Stack Fetch Modus arranges Captchalogue Cards in a stack organized by FILO, or first-in, last-out. Cards can only be stored or retrieved on the top of the stack. However, if a stack is currently full and a player captchalogues an additional item, the cards are pushed back, as if another card was added, but the last card goes back to the top. Then the item within what was the last card is forcibly ejected and replaced with the new captchalogued item. This Fetch Modus is most useful to players that can organize in a linear fashion and weaponize the forceful ejections.



Stack has a default, modifiable option on the back that changes the FILO method to be FIFO, first-in, first-out, making it work identically to the Queue Fetch Modus.

Use the Stack Sylladex Sheet. It works like the blue text explains.

vi. Queue

The Queue Fetch Modus arranges Captchalogue Cards in a stack organized by FIFO, or first-in, first-out. Cards can only be stored on the top of the queue but instead must be retrieved from the bottom of the queue. However, if a queue is currently full and a player captchalogues an additional item, the cards are pushed

forward, as if another card was added, but the top card goes back to the bottom. Then the item within what was the top card is forcibly ejected and replaced with the new captchalogued item. This Fetch Modus is most useful to players that can organize in a linear fashion and weaponize the forceful ejections.

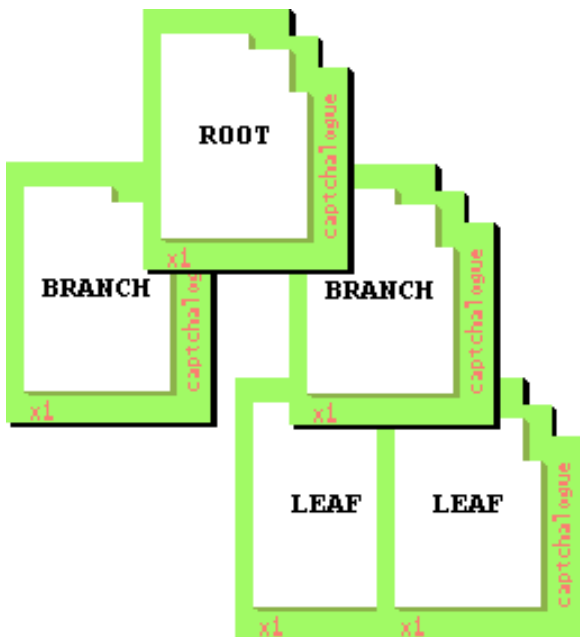


Queue has a default, modifiable option on the back that changes the FIFO method to be FILO, first-in, last-out, making it work identically to the Stack Fetch Modus.

Use the Queue Sylladex Sheet. It works like the blue text explains.

vii. Tree

The Tree Fetch Modus arranges Captchalogue Cards in a binary tree organization. The first card that is stored becomes a Root Card. Any captchalogued cards after that branch from the Root Card, based on alphabetizing. The new item branches to the left if its name comes alphabetically before the Root Card, otherwise it goes to the right. In the case of cards with identical



names, the player can choose to put it before or after. Each branch can be used as a local Root Card, and cards at the end of the tree are called Leaf Cards.

For example, if a “mallet”, “toy”, “sock”, and “zilysphere” were captchalogued in that order, there are few ways the tree could take shape. The mallet becomes the Root Card. The toy must go to the right because $T > M$. The sock must go after the mallet, because $S > M$, but it must also go before toy, because $S < T$. The zilysphere goes after all of them, because $Z > T > S > M$. The resulting tree starts with a Root Card with the mallet, a Branch Card to the right of the mallet with a toy, a Leaf Card to the left of the toy with a sock, and another Leaf Card to the right of the toy with a zilysphere.

Any card in the tree can be retrieved at any time. However, if any card other than a Leaf Card is retrieved, all branches or leaves attached to that card are ejected. If a player removed the toy card in the previous example, all cards except for the Root Card with the mallet would be ejected. This Fetch Modus is most useful to players who are willing to deal with some complicated equivalences to be able have multiple options of things to retrieve.

Tree has a default, modifiable option on the back that enable auto-balancing the tree. This is helpful for maximizes efficiency as the Fetch Modus can automatically re-balance the tree when needed.

Use the Tree Sylladex Sheet. It has an outline of a tree to assist with creating one. It also has a section for excess cards to put a limited number of cards not currently being used for the tree. For the auto-balancing feature, it is heavily recommend that you don't try to calculate that yourself unless you have a knowledge of tree-balancing algorithms. Instead, it is recommended that you go to an online search engine and search for “AVL Tree Visualization”. You can input your cards in the diagram to see

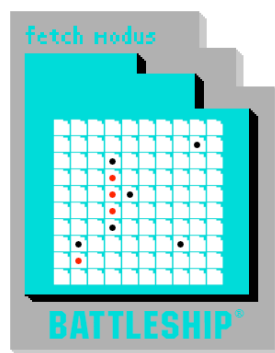
how the program auto-balances it. The Game Master can assist the player with auto-balancing, but ultimately it should be up to the player when they want to enact auto-balancing.

2. Party Games

Some types of Fetch Modi operate based on the concept of party games. They have gamified systems that function using arbitrary rules from popular party games. For some, this can make them fun to use, but for others, this can make them a tedious headache.

i. Battleship

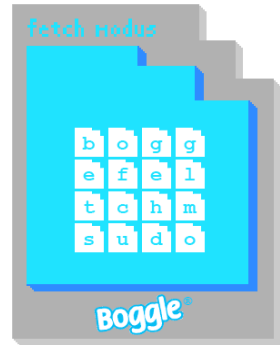
The Battleship Fetch Modus arranges Captchatalogue Cards in a hidden grid. To retrieve an item, or to find a blank card on which to store an item, the player must choose where to fire their torpedo on the grid and hope to get the card they want. If a blank card is hit, the player can store an item on that card. When a card is chosen and discovered, the item must be retrieved and deployed immediately. This Fetch Modus is most useful to players who use only a few amount of cards at a time and are willing to guess. There are no default, modifiable options for Battleship.



Use the Battleship Sylladex Sheet. Always place the Captchatalogue Card Tokens face-down on the sheet so that they can't be seen. Any time something is stored in the user's Sylladex, the cards should be shuffled around and randomized on the grid. The Game Master can do the shuffling, or that can be entrusted to the player.

ii. Boggle

The Boggle Fetch Modus arranges Captchalogue Cards in a grid pattern. To store an item, the player must decide what name to call an item when putting it on the grid. To retrieve an item, the player must spell out a word using the cards. The player draws a line between adjacent and/or diagonal cards on the grid to spell out that word with the first letters in the name of each card's item. If successful, all of the items from all cards used to spell the word are deployed. This Fetch Modus is most useful to players that like spelling games and using multiple items simultaneously. There are no default, modifiable options for Boggle.



Use the Boggle Sylladex Sheet. Keep in mind that once a card is placed in the Sylladex, it cannot be moved unless it is taken out and put back in. Also, once an item is captchalogued and given a name, the name for that card cannot change. A player can't captchalogue a skateboard, which would provide an S for Boggle, and call it a board to provide a B instead. If the player wants to change the name, the player needs to re-captchalogue it. Also, all spelled words should be three letters or longer but only if the player contains at least three captchalogued items.

iii. Clue

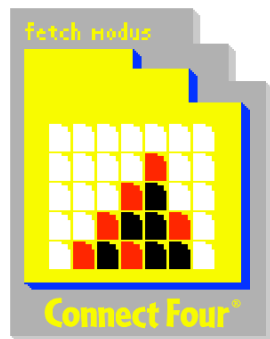
The Clue Fetch Modus arranges Captchalogue Cards in a sort of array. To store an item, the player must decide what name to call an item when putting it in the array. However, to retrieve an item, all cards are shuffled into a deck. Three cards are removed from the deck, but the rest of the deck is revealed to the player. If the player can name any of the three missing cards in only three tries, the player deploys those items. This Fetch Modus is most useful to players that can work with randomness but are good with the process of elimination. There are no default, modifiable options for Clue.



Use the Clue Sylladex Sheet. Keep in mind that once an item is captchalogued and given a name, the name for that card cannot change. If the player wants to change the name, the player needs to re-captchalogue it.

iv. Connect Four

The Connect Four Fetch Modus arranges Captchalogue Cards into an array of queues. Cards can only be stored on the top of the queues but instead must be retrieved from the bottom of the queues. If a queue is currently full, no more cards can be put into that queue. If an arrangement of four cards in a vertical, horizontal, or diagonal path have a specific thematic pattern, the items within all four items are retrieved. This Fetch Modus is most useful to players that can



effectively compartmentalize their items. There are no default, modifiable options for Connect Four.

Use the Connect Four Sylladex Sheet. It works like the blue text explains.

v. Eight Ball

The Eight Ball Fetch Modus arranges Captchalogue Cards within Magic 8-Balls that can be used as either physical objects or game constructs. Once an item is captchalogued, it cannot be seen within the eight ball. If a player tries to look into an eight ball to see what is inside, they instead can only see the code for the item inside it. To retrieve an item, the eight ball must be smashed, but the card the eight ball represented can still be used in the future. This Fetch Modus is most useful to players that can remember which items are in which eight balls. There are no default, modifiable options for Eight Ball.



Use the Eight Ball Sylladex Sheet. For this Fetch Modus, the player should place every card that has something in it face-down to represent the eight-ball. The face-down cards cannot be turned face-up until the eight ball is smashed. The face-down cards can be moved to the Equipped Sheet. When an eight ball is smashed, the item within it is deployed out of the Sylladex, and the empty card can be turned face-up and put back in the Sylladex.

vi. Guess Who

The Guess Who Fetch Modus arranges Captchatalogue Cards in a hidden grid. To retrieve an item, or to find a blank card on which to store an item, the player must choose where to guess and hope to get the card they want. If a blank card is chosen, the player can store an item on that card. When a card is chosen and discovered, the item can be retrieved at any time until a new item is captchalogued. This Fetch Modus is most useful to players who use only a few amount of cards at a time and are willing to guess. There are no default, modifiable options for Guess Who.



Use the Guess Who Sylladex Sheet. Always place the Captchatalogue Card Tokens face-down on the sheet so that they can't be seen. Any time something is stored in the user's Sylladex, the cards should be shuffled around and randomized on the grid. The Game Master can do the shuffling, or that can be entrusted to the player.

vii. Jenga

The Jenga Fetch Modus arranges Captchatalogue Cards within a tower of blocks. Storing items is simple enough, but to retrieve items, a tower of Captchatalogue Blocks is created. The card the player tried to retrieve is split into three blocks, and the player must carefully extract the three blocks from the tower without knocking it down to succeed. This Fetch Modus is most useful to players who enjoy the meticulousness of tactile balancing. There are no default,



modifiable options for Jenga.

If you have access to a set of blocks to use for Jenga, use that. However, here is an alternative if that is not accessible for the sake of being able to actually use this Fetch Modus. When the player wants to retrieve an item, shuffle all cards into a deck. Once that is done, look through the deck to see the order of the cards, but do not alter the order. Then set the deck down and try to extract the single card you want. If any other cards fall off, the attempt is a failure. Alternatively, if just one card falls out, you can act as if that was the card you wanted all along instead of facing defeat. Limit yourself to only using three fingers over the course of the extraction so that it is somewhat fair. Use the Jenga Sylladex Sheet.

viii. Memory

The Memory Fetch Modus arranges Captchatalogue Cards in pairs of cards that are shuffled and placed face-down. Storing items is simple enough, but to retrieve items, the player must match up pairs of cards to be able to access them. This Fetch Modus is most useful to players who enjoy matching and are willing to guess. There are no default, modifiable options for Memory.

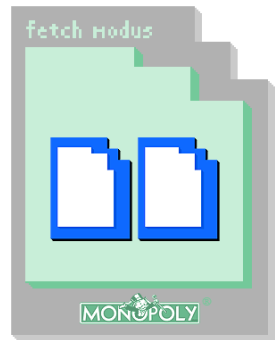


Use the Memory Sylladex Sheet. Always place the Captchatalogue Card Tokens face-down on the sheet so that they can't be seen. Any time something is stored in the user's Sylladex, the cards should be shuffled around and randomized on the grid. The Game Master can do the shuffling, or that can be entrusted to the player. Keep in mind that with this Fetch Modus, any time a card is added into the player's Sylladex, a duplicate card should also be added for matching purposes. When a successful match is

made and the two matching cards are chosen, that item can be retrieved. Even though the card is duplicated, it still counts as only a single item.

ix. Monopoly

The Monopoly Fetch Modus arranges Captchatalogue Cards by assigning each card a value from 1 to 12. To store or retrieve an item, the player rolls a pair of dice. The sum of the numbers face-up on the dice determines the value of the card to be interacted. If an item is already in a card when trying to store an item it, the item is swapped, and the player is left holding the previously stored item. The player can pay a quarter of the value of the item they currently hold in cash or Grist for a chance to re-roll the dice instead of accepting the result of the first roll. This Fetch Modus is most useful to players who understand probability and binomial curves and those who have lots of disposable resources. There are no default, modifiable options for Monopoly.



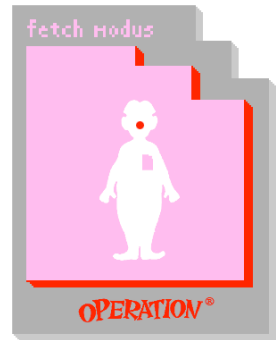
Since the values range from 1 to 12, Monopoly can only have a maximum of 12 cards. The Game Master might want to arrange for Monopoly to have some extra cards early in the game to make it easier for the player. Use the Monopoly Sylladex Sheet.

x. Operation

The Operation Fetch Modus arranges Captchatalogue Cards in a sprawl with designated zones. Storing items is simple enough, but to retrieve items, the player must carefully extract the cards from small holes without touching the edges. This Fetch Modus is

most useful to players with steady hands. There are no default, modifiable options for Operation.

Use the Operation Sylladex Sheet. When retrieving items, the player should follow this method. Lift the entire sheet with a single hand. Then, while the sheet is at least several inches in the air, use your other hand to carefully pick up the card you want. Then carefully put the sheet back down. If at any point a card slides out of a designated zone or crosses a Danger Boundary, the attempt is a failure.



xi. Pictionary

The Pictionary Fetch Modus arranges Captchalogue Cards in an array, but drawing is necessary to use them. Retrieving items is simple enough, but when storing items, a Captchalogue Scribblepad is given to the player. The player must draw the item they want to captchalogue. Once that is done, Pictionary interprets the image to decide what has been drawn, but it has a difficult time interpreting overly simple drawings and scribbles, as well as overly complex and intricate diagrams.



If Pictionary tries to captchalogue an item that is not present, it instead captchalogs a Ghost Image of that item. Ghost Images make their cards unusable, preventing further use, but they contain the code on the back for the actual item they depict. Clever players can use this with Alchemy to create items with which they don't have access. This Fetch Modus is most useful

to players with moderate illustration skills. There are no default, modifiable options for Pictionary.

Use the Pictionary Sylladex Sheet. A Scribblepad isn't necessary for the table-top game. Instead just draw the image on the Captchatalogue Card Token. Anytime an image is drawn with this Fetch Modus, the Game Master should declare how Pictionary interprets the image based on the drawing as per the blue text above.

xii. Puzzle

The Puzzle Fetch Modus arranges Captchatalogue Cards as pieces to a puzzle. The player has a large but limited space to put their cards, and the cards' sizes vary depending on the size of the captchalogued item. In addition, with this Fetch Modus, the player can captchatalogue items even as big as entire buildings, although doing so takes up most of the inventory space. Anything that is put into the puzzle but doesn't fit is forcibly ejected. This Fetch Modus is most useful to players who can efficiently organize their inventories like a puzzle. There are no default, modifiable options for Puzzle.



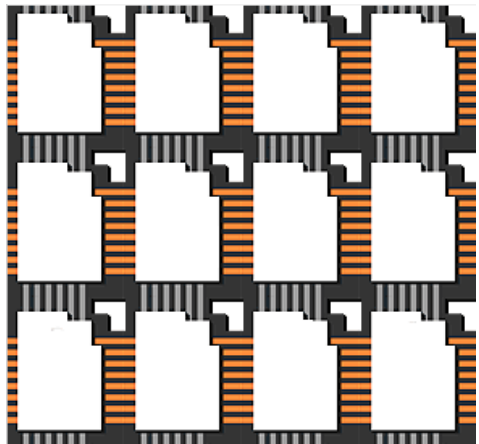
Use the Puzzle Sylladex Sheet. For this Fetch Modus, the player should try to fit as many cards onto their sheet as they can, allowing them to orient them in any position but not overlap them. Keep in mind that only cards with items in them go in the Puzzle Area. In addition, if the player tries to captchatalogue anything that is large, something most other Fetch Modi couldn't captchatalogue, the Game Master should determine whether a bigger card should be necessary.

When using a bigger card, cheat it by using multiple cards. The Game Master should supply these extra cards, but they do not count as extra cards. If an item uses multiple cards, it is just so that it appears bigger in the inventory space and Puzzle Area. They all count as the same card, and like the same card, they must be treated as if they are conjoined the entire time. Return the extra cards to the Game Master upon retrieving the item.

The Game Master should also decide how big the bigger cards should be. If the item is pretty large, like the size of a car, four cards should be used in a 2-by-2 formation. If the item is very large, like the size of two school buses, six cards should be used in a 3-by-3 formation. If the is extremely large, like the size of a multi-storied suburban home, it should take up the entire Puzzle Area.

xiii. Tech-Hop

The Tech-Hop Modus arranges Captchatalogue Cards in a grid pattern. Each row must contain items that are thematically similar, and each column must contain items that rhyme. To store the items, just declare the items' names and place them in appropriate cards on the grid according to the rules of the columns and rows. To retrieve the items, the player must rap. If a rap is successfully done, any item mentioned during the rap is deployed right at that moment. If the item is the last word in a rhyming line, the item is forcibly ejected. For example:



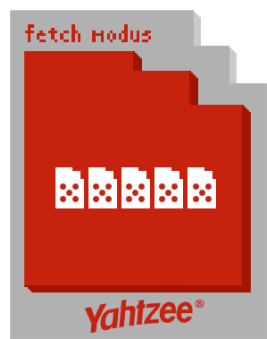
“I’ve got so many places to go.
 You make me wanna chug Faygo.
 But I gotta stop and read my GameBro.”

In the above example, if items called Faygo and GameBro are captchalogued, they would be forcibly ejected. This Fetch Modus is most useful to players who can rap well. There are no default, modifiable options for Tech-Hop.

Use the Tech-Hop Sylladex Sheet. For this Fetch Modus, the name of the item in a card can be changed at any time, except in the middle of a rap, only if changing the name doesn’t break the columns. The change must be declared so the Game Master knows. For example, if a player has a column with just a “board”, they can change it to a “plank” with no consequences. However, if that player also has a “sword” in that column, then the name cannot change to “plank” as it doesn’t rhyme with “sword”. Also keep in mind that the rap mechanic of Tech-Hop allows for the retrieval or ejection of a multitude of items within a single action, making it a powerful Fetch Modus if used properly.

xiv. Yahtzee

The Yahtzee Fetch Modus arranges Captchalogue Cards by having slots for cards with values. Each card goes on a slot that has a value needed by a dice roll. As the player acquires more blank cards, more options open up for the player. Storing items is simple enough, but to retrieve an item, the player must roll two dice. If possible, the player must then retrieve an item from a card on a slot with a value that is equal to or less than the resulting sum of the two face-up sides of the dice. For example, if the player rolls a 6, an item on any card on any slot with a value of 6 or less must be retrieved. This



Fetch Modus is most useful to players who understand probability and allocation of value. There are no default, modifiable options for Yahtzee.

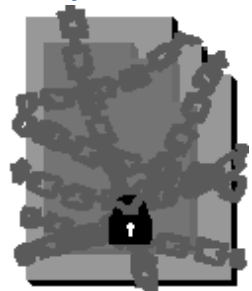
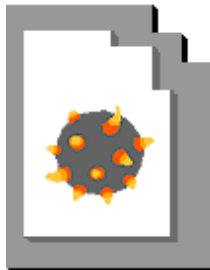
Use the Yahtzee Sylladex Sheet. When the player gets blank cards in their Sylladex, they must use the order indicated on the sheet, no skipping ahead. Keep in mind that the player must retrieve an item if the value indicates that there are accessible items. If the player refuses to pick an accessible item, the Game Master should choose an accessible item to be ejected. If the dice are rolled and the result is a value so low that you cannot retrieve anything, the attempt is a failure.

3. Predestination

Some types of Fetch Modi operate based on the concept of mysticism and temporal inevitability. They can have religious or supernatural connotations for how they work. For some, this is a relief that they need not worry about operation, but for others, the lack of control is infuriating.

i. Chastity

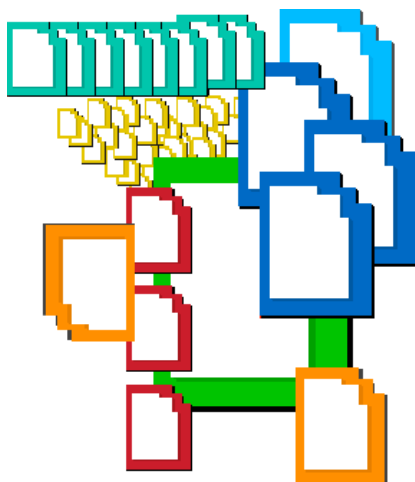
The Chastity Fetch Modus arranges Captchatalogue Cards in an array, but it chains and locks up each card once an item is in it. To retrieve an item, the player must find a physical key to unlock the card. The key appears before the player once they are destined to have it. This Fetch Modus is most useful to players who can work without planning. There are no default, modifiable options for Chastity.



Use the Chastity Sylladex Sheet. When an item is captchalogued, turn that card face-down to indicate it is chained up. The Game Master must provide a key sometime in their journey, but it is a good idea for the player to actively search for keys occasionally to give the Game Master opportunities to tell them they found one.

ii. Miracle

The Miracle Fetch Modus arranges Captchalogue Cards in a mysterious way. Those that use it don't know how it works, and they don't want to know. To store an item, the player just throws it in when captchaloguing. To retrieve an item, the player just reaches inside without thinking and accepts what happens. This Fetch Modus is most useful to players who can work without planning. There are no default, modifiable options for Miracle.



Use the Miracle Sylladex Sheet. Anytime the player retrieves an item, the Game Master should declare what item they managed to get, if they managed to succeed in retrieving an item at all. It is recommended that the Game Master have the result be seemingly random, with so-called miracles sprinkled every so often. Since there is no order on the sheet, the player should be limited to 20 cards for fairness among the Fetch Modi.

iii. Oujia

The Oujia Fetch Modus arranges Captchatalogue Cards according to the spirits of the dead. Storing items is simple enough, but when retrieving an item, it is not up to the player to decide which item is retrieved. The spirits decide. This Fetch Modus is most useful to players who want to be told what to do at all times. There are no default, modifiable options for Oujia.



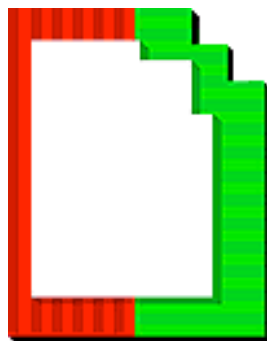
Use the Oujia Sylladex Sheet. The Game Master must decide for the player what item to retrieve at any time. The Game Master should always pick the most advantageous item to use at any given point, but it is heavily recommended that the Game Master choose items that might confuse the player, items that would actually do much good, but the player might not have realized that yet.

4. Misc Modi

Some types of Fetch Modi operate in ways that aren't neatly categorized. They can work in odd ways. For some, this can be amusing, but for others, they might not care for it.

i. Juju

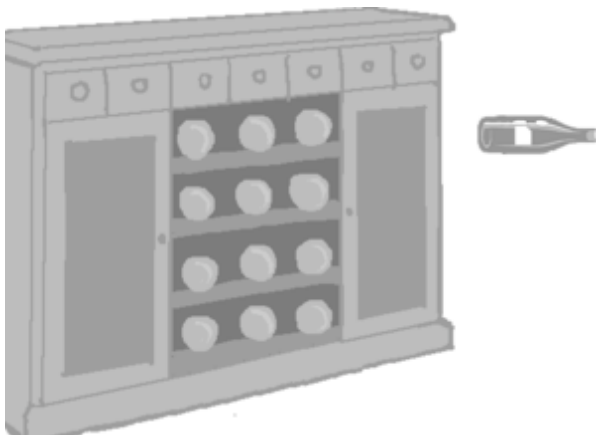
The Juju Fetch Modus arranges Captchalogue Cards in two arrays. This Fetch Modus was alchemized to function specifically for Cherubs. Whenever one identity of a Cherub captchalogues something, the item becomes accessible only by the other. This Fetch Modus is most useful to players that don't captchalogue anything their other identity could take for themselves. There are no default, modifiable options for Juju, except for the fact that once domination occurs, the Fetch Modus can then be used entirely by the dominated Cherub identity.



Use the Juju Sylladex Sheet. When the benevolent identity captchalogues something, the item goes in the Red Area of the sheet. When the malevolent identity captchalogues something, the item goes in the Green Area of the sheet. Both identities can only retrieve items in the same color section as their blood. For more information on Cherubs, see "Section IV.A.3. Cherubs".

ii. Message in a Bottle

The Message in a Bottle Fetch Modus arranges Captchalogue Cards within bottles. Whenever an item is stored in a card, the card takes the form of a Captchalogue Bottle within the Sylladex. To retrieve an item,



the player must break the bottle. The bottles are also capable of actually storing liquids. This Fetch Modus is most useful to players who that want an array with a twist. There are no default, modifiable options for Message in a Bottle.

Use the Message in a Bottle Sylladex Sheet. Whenever an item is retrieved, the card should be moved to the Equipped Sheet as a physical item. Another turn is necessary for the player to break the bottle and actually retrieve the item. The cards can also be moved to the Equipped Sheet if the player just wants a bottle.

iii. Recipe

The Recipe Fetch Modus arranges Captchatalogue Cards in an array within a recipe book. This Fetch Modus was alchemized from an Array Fetch Modus and a Cook Book. It functions the same as Array in every way, except on the back of each card that contains an item, in addition to the item's code, is a list of Alchemy recipes that could be used to create that item. This Fetch Modus is most useful to players who want an array with a twist. There are no default, modifiable options for Recipe.



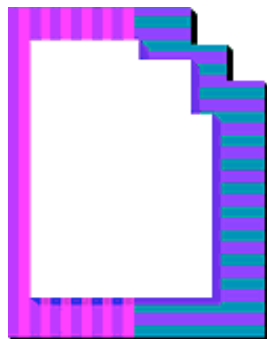
Use the Recipe Sylladex Sheet. It works like the blue text explains, but the player must ask the Game Master for recipes if they want to know what they are.

iv. Scratch and Sniff

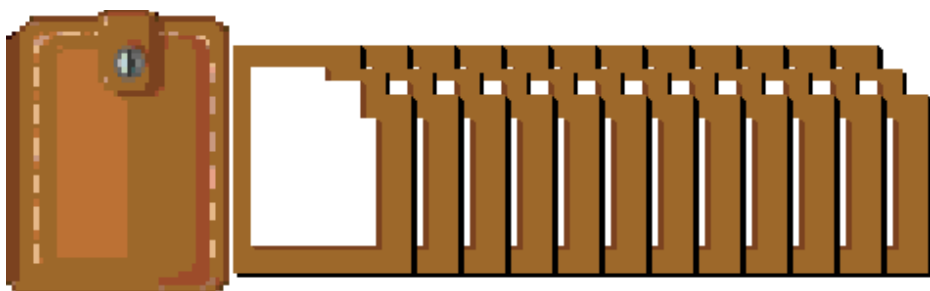
The Recipe Fetch Modus arranges Captchatalogue Cards in an array, but items can only be identified by smell. It functions the same as Array in every way, except no images appear on the

cards, just smells. This Fetch Modus is most useful who are blind but adept as smelling. There are no default, modifiable options for Scratch and Sniff.

Use the Scratch and Sniff Sylladex Sheet. When a player captchalogues an item, instead of drawing the image on the card, they should write a single word describing the smell on it. The player has to remember what the smell refers to, and the Game Master should ensure the player is honest.



v. Wallet



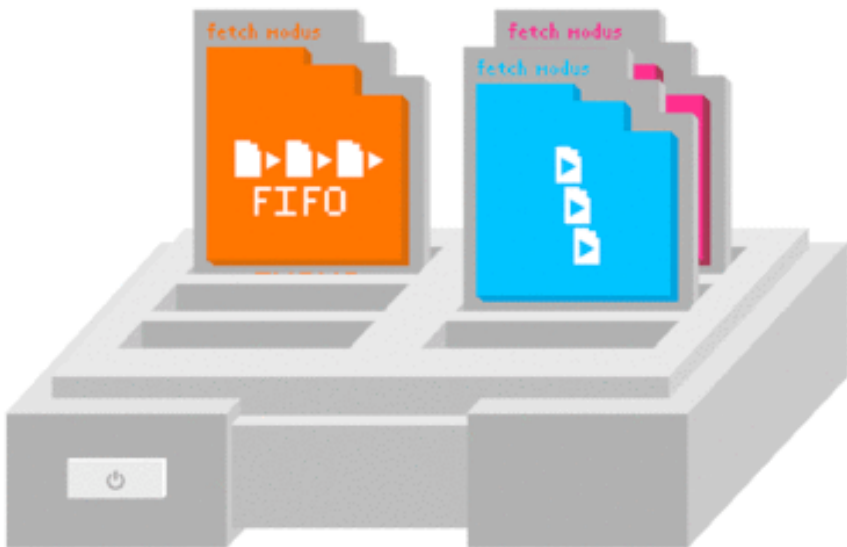
The Wallet Fetch Modus arranges Captchalogue Cards in an array, allowing any card to be taken or stored at any time. In addition, it can captchalogue items of any size whatsoever, making it one of the best Fetch Modi ever. There are no default, modifiable options for Wallet.

Because Wallet can give a player a huge advantage, it is recommended that a Wallet isn't given out to players at the beginning of the game but only much later. For this Fetch Modus, use the Wallet Sylladex Sheet. It works like the blue text explains.

C. Modus Control Deck

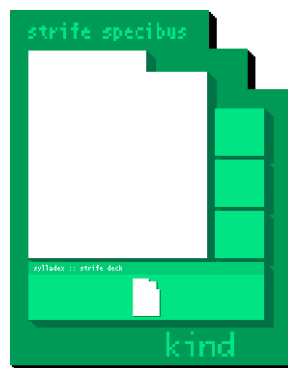
The Modus Control Deck is a device that allows a player to combine Fetch Modi and have multiple Fetch Modi active simultaneously. The Modus Control Deck can fit six Fetch Modi at a time. When using the Modus Control Deck to enable multiple Fetch Modi, the player's Sylladex operates on a combination of the rules of those Fetch Modi.

The Game Master should make the decision for how the combined Fetch Modi work, and the Game Master should decide which Sylladex Sheet the player needs to use.



D. Strife Specibi

Captchalogue Cards can be put into a place other than the Sylladex that is controll by the Fetch Modi. At any time, they can be allocated into a Strife Deck, which are all of the Captchalogue Cards currently within a Strife Specibus.



A Strife Specibus starts blank with only one Captchalogue Card in its Strife Deck. When a player allocates an item, for example a hammer, to the card in the deck, the Strife Specibus becomes based on that item, for this example hammers. From that moment forward, all additional captchalogued items in the Strife Specibus must be of the same theme as the first. Strife Specibi are intended to be very easy to use, with no gimmicks like the Fetch Modi, but they are intended to be used to store weapons for self-defense. Players should choose carefully when deciding their Strife Specibus, because most players only ever get one.

Strife Specibi become named when the first weapon is allocated to them. The name is based on what kind of weapon it was. Using the example above, a hammer would make a Hammerkind Strife Specibus. The name, however, never has spaces or more letters than 12 in total.

If a weapon is damaged during a Strife battle so much so that it changes form, the Strife Specibus can be affected. For example, if the hammerhead of a hammer falls off mid-fight, the player's Hammerkind Specibus would change into a Handlekind Specibus. However, that change doesn't happen if other hammers are already in the Specibus. In that case, the handle just cannot go back into the Hammerkind Specibus until it meets the proper standards, by putting the hammerhead back on it.

Some examples of Strife Specibi include Hammerkind, Handlekind, Umbrellakind, Bunnykind, Needlekind, Bladekind, 1/2bladekind, Riflekind, Paperkind, Spoonkind, Forkkind, 2xpistolkind, Puppetkind, Fncysntakind, Whipkind, Lancekind, Sickelkind, Clawkind, Makeupkind, Chainsawkind, Canekind, Dicekind, Bowkind, 1/2bowkind, Clubkind, 2x3dentkind, Wandkind, and Pistolkind.

Two strange exceptions exist with Strife Specibi. First is Fistkind, which is a Strife Specibus for attacking without a weapon. While it could theoretically be used for brass knuckles, most players just punch with it, even though punching can be done without it. The second is Jokerkind, which allows the use of any weapon that is funny. Jokerkind is a popular choice for Purple blood Trolls.

Players can only engage in combat directly using weapons for which they have an equipped Strife Specibus. Players are ineffective in engaging in combat with any weapons that do not fit with their active Strife Specibus.

It pretty much works as stated in the blue text. If players have a hard time with their Sylladex, they are still able to manipulate their Strife Specibi with relative ease. Use the Portfolio Sheet and make sure you put everything in its proper place.

E. Strife Portfolio

The Strife Portfolio is where all of the Strife Specibi and their Strife Decks are stored. It acts as a counterpart to the normal Sylladex, specialized for weaponry. Most players only have one Strife Specibus, but by using the Strife Portfolio, players can switch between multiple Strife Specibi to decide which is active.

VI. Core Gameplay

When a server player connects to a client player, the server player can manipulate the client player's home environment via a set of controls and menus visible on their computer and superimposed over the real world.



A. Rules and Limitations

There are rules to the connection of a client player and server player. The server player cannot manipulate the client player directly nor indirectly by moving anything on which the player is standing, sitting, or laying. Until both the client player and server player enter the game, the server player's cursor must be within a certain radius from the client player to be able to manipulate objects. The radius is about the length of the yard of a suburban home. Once they both enter the Session, the proximity requirement is dropped. The server player also cannot interact with Grist in the client player's home environment.

B. Server User Interface

The server player has several controls and buttons in their user interface, including navigation controls and buttons for Move, Revise, Deploy, Phernalia Registry, Grist Cache, Atheneum, and Alchemize.

Players that have to fill the role of server players should read over this section carefully to see what they are capable of doing.

1. Navigation

The server player's navigation controls allow them to change their perspective. There are four arrow buttons that allow the server player to pan to see other rooms, two rotate buttons that allow the server player to rotate to other perspectives, a magnifying glass button that allows the server player to zoom in and out in the viewport, a save button that allows the server player to save a screenshot of the viewport, a folder button that allows the server player to load files from the computer to varying degrees of use, and an exit button to close the program on the computer.

2. Move

The server player's user interface includes a Move button. Pressing it allows the server player to use a Move cursor to transport objects in the client player's home environment. The server player clicks on an item or object and then drags it elsewhere and clicks to let it go. The Move cursor is capable of moving small items like a book, as well as large furniture like ripping a bathtub out of the ground. There's not much nuance to the sensitivity, however. Each use of the Move cursor costs a small amount of Build Grist.

3. Revise

The server player's user interface includes a Revise button. Pressing it allows the server player to use a Revise cursor to modify objects in the client player's home environment. The server player clicks on an object and then drags it to stretch it or thin it out. The cursor is most often used to modify walls, floors,

stairs, or other building structures, and it can also be used to duplicate parts of buildings to accelerate building. Each use of the Revise cursor costs Build Grist comparable to the size of the building material. If the size of a building piece was reduced, Grist can actually be earned.

4. Deploy

The server player's user interface includes a Deploy button. Pressing it allows the server player to deploy or re-deploy something from the Pernalia Registry, essentially just moving it. Whenever something from the Pernalia Registry is selected, the Deploy button is automatically chosen to deploy it. Re-deploying costs a small amount of Build Grist.

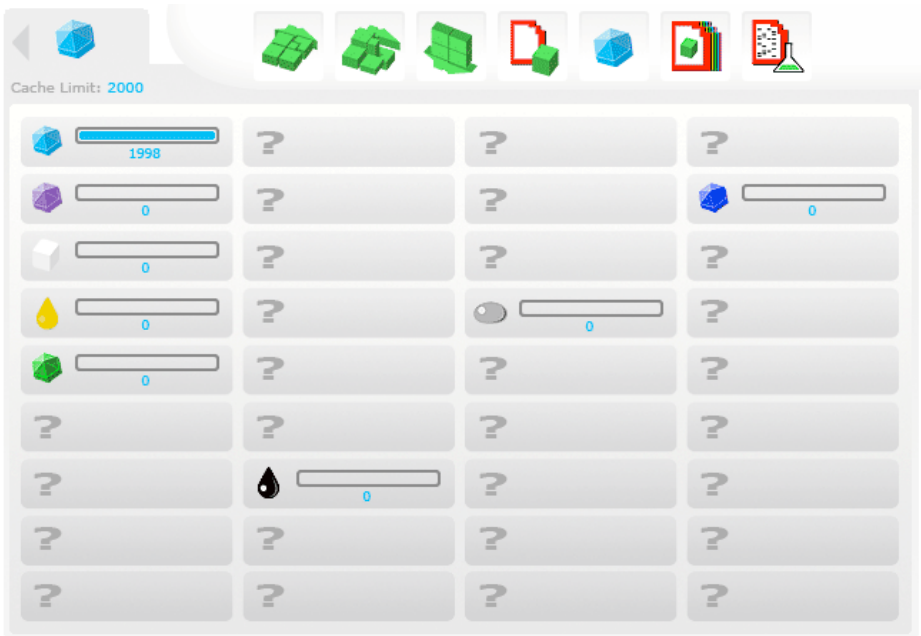
5. Pernalia Registry



The server player's user interface includes a Pernalia Registry button. Pressing it allows the server player to access the Pernalia Registry, which contains a list of the devices required to play Sburb, some of which are required to even just enter the Session. Each Pernalia requires Grist to deploy, with the costs increasing with each subsequent player. In addition, some Pernalia require a certain percentage of the players to have entered the Session to even be deployed. For example, some Pernalia require all players to already be in a Session.

For more information on the devices in the Pernalia Registry, see “Section VII.B. Pernalia”.

6. Grist Cache

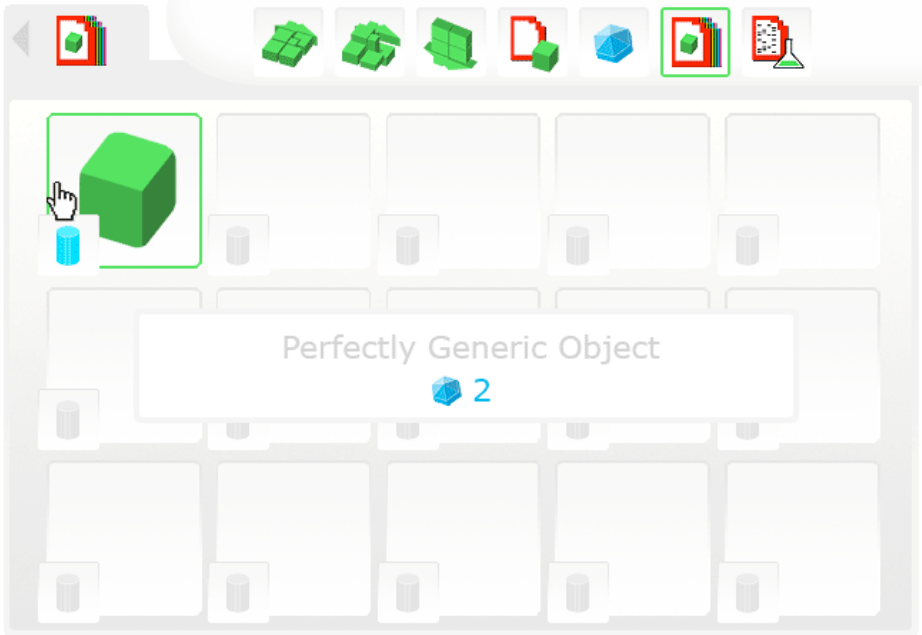


The server player's user interface includes a Grist Cache button. Pressing it allows the server player access the Grist Cache, which contains a detailed list of all of the types of Grist that the

players have discovered, along with how much of each type of Grist that client player currently has.

For more information on Grist, see “Section VII.C. Grist”.

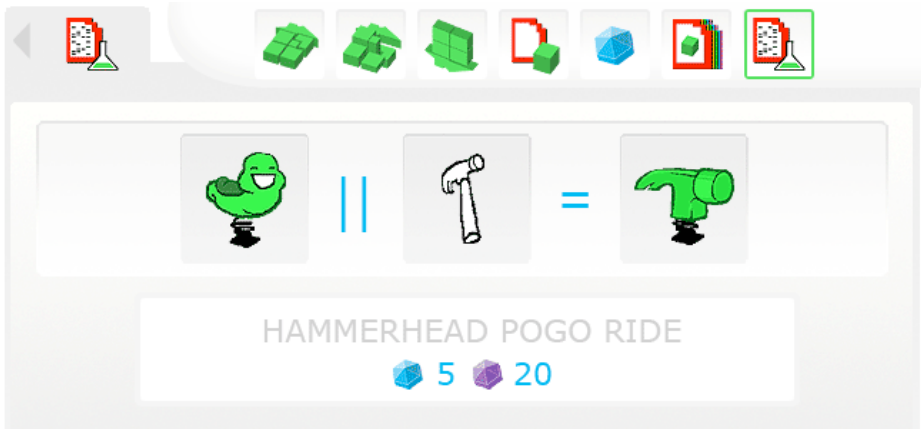
7. Atheneum



The server player’s user interface includes an Atheneum button. Pressing it allows the server player access the Atheneum, which contains a listing of all Cruxite Totems made by the client player and what items they represent. The server player can deploy more of any of these Cruxite Totems for a cost of Grist.

The Game Master should keep a list of every Cruxite Totem made by the players so they can ask what items are on this menu. For more information on Cruxite, see “Section VII.B.2. Cruxite”.

8. Alchemize



The server player's user interface includes an Alchemize button. Pressing it allows the server player access a menu that lists Alchemic equations that are being attempted by the client player. Strangely, the client player is able to see what is on this menu when Alchemizing even without the server player telling them. Something in the Alchemy process must just work. It also lists the Grist cost. If the player cannot pay the Grist, the Alchemy cannot be performed.

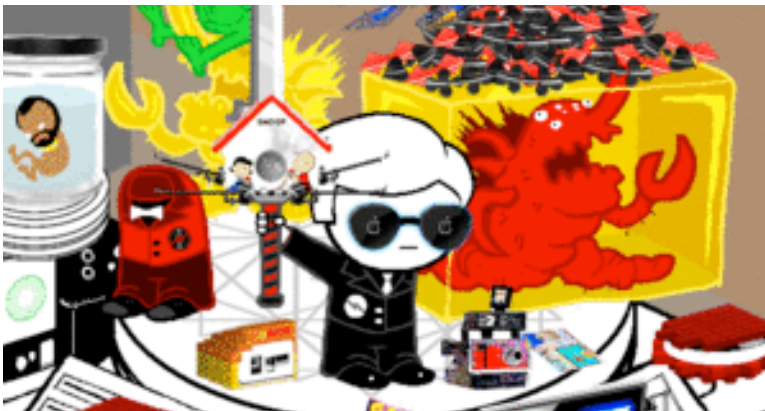
For more information on Alchemy, see "Section VII.A. Guide to Alchemy".

VII. Alchemy

Alchemy is the process of converting Grist into items or objects, as well as the recombination of existing items into new items, though it stills costs Grist. The process is handled through a plethora of game constructs and devices, most notable the Alchemiter.

A. Guide to Alchemy

To perform alchemy, the player must use a series of devices in conjunction with the codes on Captchalogue Cards to create duplicates of objects or combinations of them. The Cruxtruder provides a Cruxite Dowel. The Punch Designix punches a code on a Captchalogue Card. The Totem Lathe uses the Punched Captchalogue Card to transfer the code to the Cruxite Dowel, turning it into a Cruxite Totem. The Cruxite Totem goes into the Alchemiter, which then makes the item as many times as the player wants. If the player manipulates the code or combines multiple codes, the player can explore creating diverse objects within alchemy. However, creating items with alchemy costs the player some amount of Grist, depending on what item is created, as well as which items were used in the alchemic process.



B. Pernalia

Pernalia are the devices deployed from the Pernalia Registry or derived from those devices. Some devices don't appear for players until a certain number of players have entered the game. The Pernalia in the Pernalia Registry that are accessible include the Core Devices, the Pre-Punch Card, and then the Other Devices.

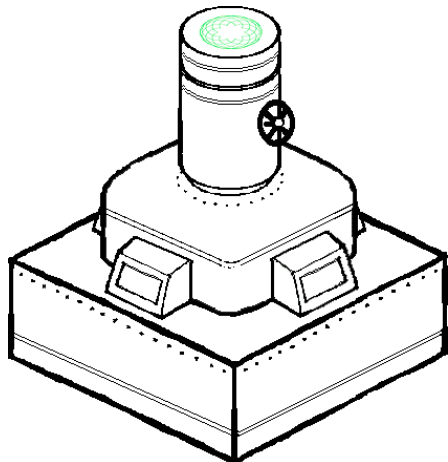
1. Core Devices

The core devices in the Pernalia Registry are the four devices that are required to be deployed for a player to be able to enter the game, with the exception of the Punch Designix.

i. Cruxtruder

The Cruxtruder is a device in the Pernalia Registry that has no Grist cost to initially deploy because it is intended to be deployed before the player enters the Session. The Cruxtruder is the first of the Core Devices that are necessary to perform alchemy, at least at the beginning of the game. The Cruxtruder is large and about the size of an oven.

The Cruxtruder has a large capsule with a spirograph on a lid and a handle on the side. Simply turning the handle does not work unless significant force is applied. Most players can instead just drop something heavy on the lid to break the seal, popping it open. When the Cruxtruder is opened, it releases the



player's Kernelsprite and begins a countdown until a meteor hits their home. While some players believe this to start the countdown, the meteor is already headed their way, regardless of this action.

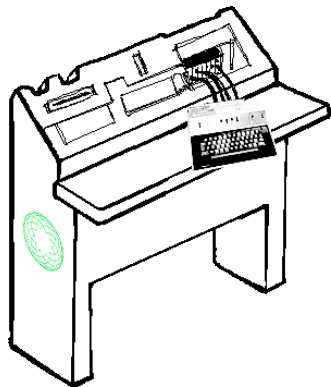
Anytime thereafter, if a player turns the wheel on the Cruxtruder, they receive a Cruxite Dowel, an essential item for alchemy.

For more information on Cruxite Dowels, see "Section VII.B.2.ii. Cruxite Dowel".

ii. Punch Designix

The Punch Designix is a device in the Pernalia Registry that has a cost of four Shale to initially deploy because it is intended to be deployed shortly after the player enters the Session. It doesn't need to be deployed beforehand, because the Pre-Punched Card bypasses the function of the Punch Designix prior to entering the game. The Punch Designix is the second of the Core Devices that are necessary to perform alchemy, at least at the beginning of the game. The Punch Designix is large and about the size of a piano.

To operate the Punch Designix, the player should type in a code from a Captchatalogue Card. The intent is that the player types in the code from one of their cards and then slides the card into the slot. The Punch Designix then punches the card with a series of holes in a grid on the card. The player then has a Punched Card, an essential item for alchemy.

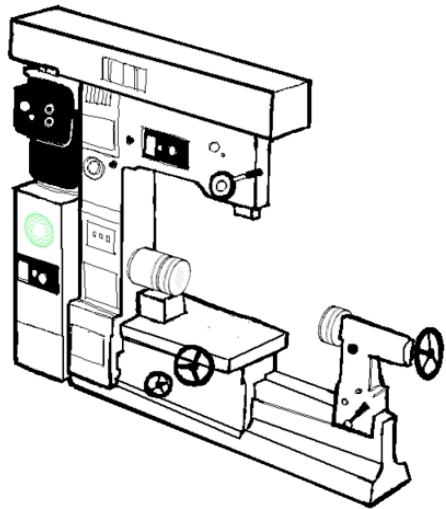


However, even if that is how it is supposed to work, the player can easily bend the rules. Codes can be entered even if a player doesn't have the item, as long as they know the code. It also does not matter which card is punched, for whatever item is contained within a Punched Card is destroyed, as Punched Cards are exclusively used for reading the holes punched into them. Note that randomly typing a made-up code usually leads to the creation of disturbing amalgamations.

For more information on manipulating Punched Cards, see "Section VII.D.2. Punch Manipulation".

iii. Totem Lathe

The Totem Lathe is a device in the Phernalia Registry that has no Grist cost to initially deploy because it is intended to be deployed before the player enters the Session. The Totem Lathe is the third of the Core Devices that are necessary to perform alchemy, at least at the beginning of the game. The Totem Lathe is large and about the size of a dresser that takes up a whole wall.

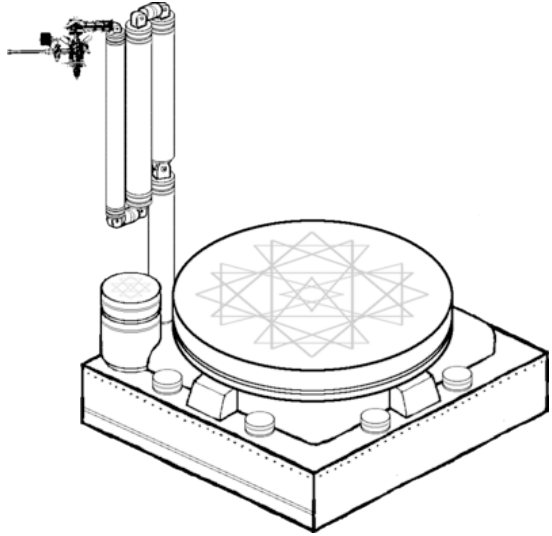


To operate the Totem Lathe, the player should insert a Cruxite Dowel into the designated gap and slide a Punched Card into the slot. The Totem Lathe clamps the Cruxite Dowel, reads the code on the card, and uses a laser to carve the Cruxite Dowel as it is spun, encoding it in the shape of the crafted Cruxite Totem, an essential item for alchemy.

For more information on Cruxite Dowels, see “Section VII.B.2.iii. Cruxite Totem”.

iv. Alchemiter

The Alchemiter is a device in the Pernalia Registry that has no Grist cost to initially deploy because it is intended to be deployed before the player enters the Session. The Alchemiter is the fourth and final of the Core Devices that are necessary to perform Alchemy, at least at the beginning of the game. The Alchemiter is large and about the size of a square car.



To operate the Alchemiter, the player should place a Cruxite Totem on the pedestal. The Alchemiter’s robotic arm scans the Cruxite Totem with a laser to decode the encoded item’s code within the Cruxite Totem to create using alchemy. However, before the Alchemiter creates the item, it presents the player with the amount of Grist that the item costs. Spending the appropriate Grist continues the alchemic operation and creates the item.

A single Cruxite Totem can be scanned repeatedly to create duplicates of the item, as long as the player can afford the Grist. Alternatively, the server player can use the Atheneum to access the Alchemiter’s memory of all scanned Cruxite Totems.

For more information on the Atheneum, see “Section VI.B.7. Atheneum”.

2. Cruxite

Cruxite is a crystalline substance produced by Cruxtruders. It can be found essentially in any color, and it comes in many forms to be used for alchemy. Cruxite comes in different colors per player, depending on their associated color, but it can also be found in black in the Veil. However, Cruxite itself has no other intrinsic properties, usefulness, or value other than being a generic crystalline substance to be used in alchemy.

For more information on associated colors for players, see “Section IV.G. Extended Zodiac”. For more information on black Cruxite, see “Section XII.D.3.iv. Black Alchemy”.

i. Pre-Punched Card

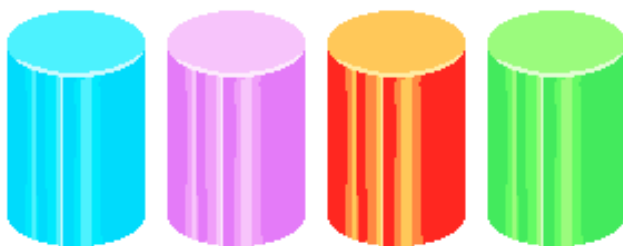
The Pre-Punched Card is an item in the Phernalia Registry that has no Grist cost to initially deploy because it is intended to be deployed before the player enters the Session. It is essentially a blank Captchalogue Card that has a specific code already punched into it. The Pre-Punched Card is necessary to enter the Session, as it is intended to start the player’s first act of alchemy. The code on the card is the code for a Cruxite Artifact, and each one for each player is different. The use of this card negates the need for the Punch Designix prior to entering the Session.

ii. Cruxite Dowel

Cruxite Dowels are the standard form of Cruxite, and they exist in the shape of cylinders. They are produced by Cruxtruders and are necessary for alchemy. It is intended for Cruxite Dowels to be

used by Totem Lathes and turned into Cruxite Totems. However, if a player uses a Cruxite Dowel at an Alchemiter, the item produced is a Perfectly Generic Object.

For more information on Perfectly Generic Objects, see “Section VII.B.4. Perfectly Generic Objects”.



iii. Cruxite Totem

Cruxite Totems are formerly Cruxite Dowels that were encoded with a code from a Punched Card by the Totem Lathe and is intended to be scanned by an Alchemiter for alchemy. The Totem Lathe’s laser encodes the Cruxite Totem by changing the diameter of the cylindrical shape based on the punched code. The lower numbers are wider, and the higher digits are thinner. This encompasses a range from a zero to an exclamation point. If the Totem Lathe encodes a Cruxite Dowel with the code 00000000, then the resulting Cruxite Totem would be identical to a Cruxite Dowel. However, most Cruxite Totems feature more exotic shapes.



iv. Cruxite Artifact

Cruxite Artifacts are special forms of Cruxite that are responsible for taking a player and their home into the game Session. It must be successfully alchemized using the Pre-Punched Card and Core Devices in the Pernalia Registry prior to entering the Session.

Each Cruxite Artifact is different and thematically related to each player. When produced by an Alchemiter, most Cruxite Artifacts manifest as a large object, such as a tree, giant bird, or liquor cabinet. From the large object is produced a smaller item that represents the true Cruxite Artifact, such as an apple, bottle, egg, or piñata. Once the player interacts with the Cruxite Artifact in some way, usually by breaking it, it brings the player and their home into the Session. However, the Cruxite Artifact vanishes upon doing so.



3. Other Devices

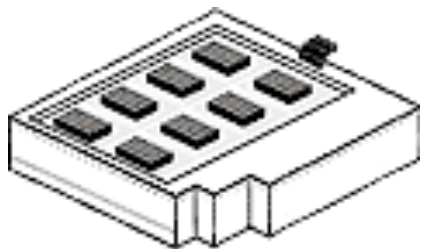
The Other Devices in the Pernalia Registry are additional devices that can be used in conjunction with alchemy or for other specific purposes that are either helpful or necessary when completing the game. These devices only appear in the

Phernalia Registry when all players have entered the Session. Each of these devices can cost Build Grist to deploy in magnitudes increasing exponentially.

BUILD GRIST	OTHER DEVICE
0	Grist Rig
10	Punch Card Shunt
100	GristTorrent CD
1,000	Jumper Block Extension
10,000	Holopad
100,000	Intellibeam Laserstation
1,000,000	Ectobiology Apparatus
10,000,000	Cloning Terminal
100,000,000	Cloning Pad
1,000,000,000	Cascader

i. Jumper Block Extension

The Jumper Block Extension is a device in the Phernalia Registry that has a cost of 1,000 Build Grist to initially deploy. It is an add-on for the Alchemiter and can only be deployed as an attachment, adjacent to it. It allows Punch Card Shunts to be installed onto the Alchemiter, and when the Jumper Block Extension is used in conjunction with Punch Card Shunts, the Alchemiter’s functionality itself can be modified. The Jumper Block Extension is about the size of the Alchemiter but much shorter.



A maximum of eight Punch Card Shunts can be inserted into the Jumper Block Extension, unless modified in some way by the Punch Card Shunts. Some modifications to the Alchemiter can

be incredibly useful and make alchemy a much simpler process, but some modifications can make the device completely useless.

ii. Punch Card Shunt

The Punch Card Shunt is a device in the Pernalia Registry that has a cost of 10 Build Grist to initially deploy. It is an add-on for the Jumper Block Extension, which is itself an add-on for the Alchemiter. It can only be deployed as an attachment on the Jumper Block Extension. Multiple Punch Card Shunts can be deployed to be attached to the Jumper Block Extension. The Punch Card Shunt is about the size of small microwave.



To operate a Punch Card Shunt, the player should insert a Punched Card into the slot. The Alchemiter's functionality changes based on the codes on all of the Punched Cards applied via the Punch Card Shunts.

For some examples of modifications to the Alchemiter, see "Section VII.E. Known Combinations".

iii. Holopad

The Holopad is a device in the Pernalia Registry that has a cost of 10,000 Build Grist to initially deploy. It can be deployed anywhere. It is a simple device that projects a hologram from the pad when a Punched Card is inserted. Since the items within Punched Cards do not always correlate to the code that has been punched on them, the Holopad functions as an easy display device to allow the player



to preview the item that the code represents. The hologram is accurate in appearance and size. The Holopad is about the size of a short cabinet.

iv. GristTorrent CD

The GristTorrent CD is a device in the Pernalia Registry that has a cost of 100 Build Grist to initially deploy. It is an add-on for Sburb that exists in the form of an extra disc. It can be deployed anywhere, and its function is to install the GristTorrent software. The player can remove their Sburb disc from their computer, insert this disc, install the program, and then swap the discs back to the server or client disc. Alternatively, it can be installed on a separate computer.



Once installed, the player can access the GristTorrent software on that computer. The program displays the amount of each type of Grist that each player has, and it allows for the transfer of Grist between players. Each player has a status recognized by GristTorrent that is either Seeding, Leeching, or Offline. A Seeding player is one that has Grist available for taking. A Leeching player is one that has chosen to actively leech Grist from any other players. An Offline player is one that has no Grist because they haven't or have barely started the game.



Included in the program is an area designated as the Grist Gutter. It allows players to circumvent their Cache Limit, as it takes any excess Grist and stores it in the Grist Gutter. The Grist Gutter then redistributes the excess Grist between the players as evenly as possible.

For more information on the Cache Limit, see “Section X.B.6. Cache Limit”.

v. Intellibeam Laserstation

The Intellibeam Laserstation is a device in the Pernalia Registry that has a cost of 100,000 Build Grist to initially deploy. It can be deployed anywhere. It allows the player to scan and read the codes of Captchalogue Cards that are illegible. Such codes exist for extremely complicated items, but the Intellibeam Laserstation allows the player to circumvent this limitation and perform alchemy even with illegible codes. The Intellibeam Laserstation is about the size of a printer.



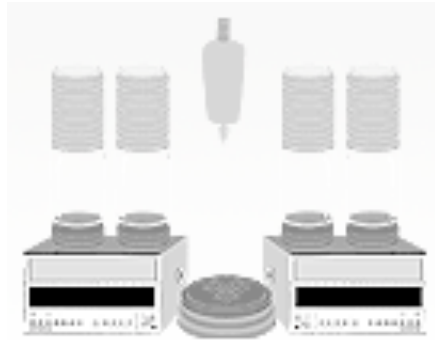
For more information on illegible Captchalogue Codes, see “Section VII.D.1. Captchalogue Codes”.

vi. Ectobiology Apparatus

The Ectobiology Apparatus is a device in the Pernalia Registry that has a cost of somewhere around 1,000,000 Build Grist to initially deploy. It can be deployed anywhere and by any player, although it is intended to be used by a Space player. It is one of three devices to be used in the Space player’s quest to breed frogs. It works similarly to the Ectobiology Labs found in the Veil,

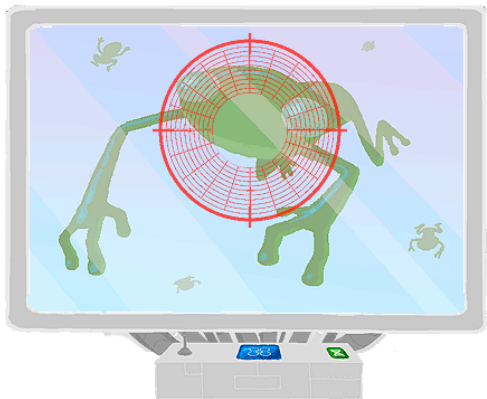
except its use is limited to frogs. Therefore, the machine is smaller. The Ectobiology Apparatus is about the size of a computer desk.

For more information on the Space player's quest, see "Section XII.C.4.i. Frog Breeding". For more information on how ectobiology works, see "Section XII.D.3.i. Ectobiology Labs".



vii. Cloning Terminal

The Cloning Terminal is a device in the Pheralia Registry that has a cost of somewhere around 10,000,000 Build Grist to initially deploy. It should be deployed on top of the Ectobiology Apparatus by any player, although it is intended to be used by a Space player. It is one of three devices to be used in the Space player's quest to breed frogs. It works similar to the Ectobiology labs found in the Veil, except its use is limited to frogs. This terminal allows players to view their navigation when finding frogs. The Cloning Terminal is about the size of a huge, wall-sized monitor.



For more information on the Space player's quest, see "Section XII.C.4.i. Frog Breeding". For more information on how ectobiology works, see "Section XII.D.3.i. Ectobiology Labs".

viii. Cloning Pad

The Cloning Pad is a device in the Phernalia Registry that has a cost of 100,000,000 Build Grist to initially deploy. It should be deployed near the Ectobiology Apparatus by any player, although it is intended to be used by a Space player. It is one of three devices to be used in the Space player's quest to breed frogs. It works similar to the Ectobiology labs found in the Veil, except its use is limited to frogs. This pad is where cloned frogs appear upon creation. The Cloning Pad is about the size of a dinner plate.



For more information on the Space player's quest, see "Section XII.C.4.i. Frog Breeding". For more information on how ectobiology works, see "Section XII.D.3.i. Ectobiology Labs".

ix. Cascader

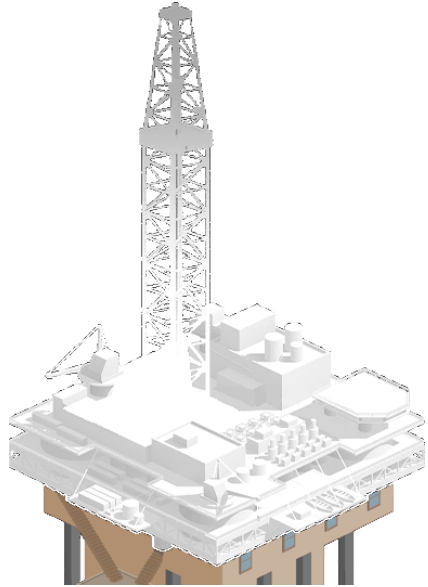
The Cascader is a device in the Phernalia Registry that has a cost of somewhere around 1,000,000,000 Build Grist to initially deploy. It should be deployed somewhere within the tower of each player's home near the end of the game. Doing so funnels Grist and is required to complete the Ultimate Alchemy and the game, along with the Grist Rig. The Cascader is about the size of a typical suburban home.



For more information on the Ultimate Alchemy, see "Section VIII.L. Releasing the Hoard".

x. Grist Rig

The Cascader is a device in the Phernalia Registry that has a no Grist cost to initially deploy. It should be deployed at the top of each player's home tower near the end of the game. Doing so begins the Ultimate Alchemy that is necessary to complete the game. It collects and spews all of the Grist that the players have collected and the Grist from each player's Denizens into Skaia, transforming it into a home suitable for the Genesis Frog. The Grist Rig can only be deployed by a player once they have a Cascader deployed, and the players' Grist Rigs can only be activated once all of the players have the appropriate devices set up while being far enough in the game to have access to the Denizens' Grist hoards.



For more information on the Ultimate Alchemy, see “Section VIII.L. Releasing the Hoard”.

4. Perfectly Generic Objects

When players perform alchemy, they are bound to encounter Perfectly Generic Objects, which are the most basic item alchemy can produce. If an Alchemiter tries to create an item from scanning a Cruxite Dowel instead of a Cruxite Totem, a Perfectly Generic Object is produced at the cost of two Build Grist.

They have little functionality and generic physical properties. They have average expected weight for their size, which is about the size of a large fruit. They are green, cubic, and made of a generic, inert material. Novice Void players may encounter Perfectly Generic Objects as they explore nothingness, depending on the player's Class.

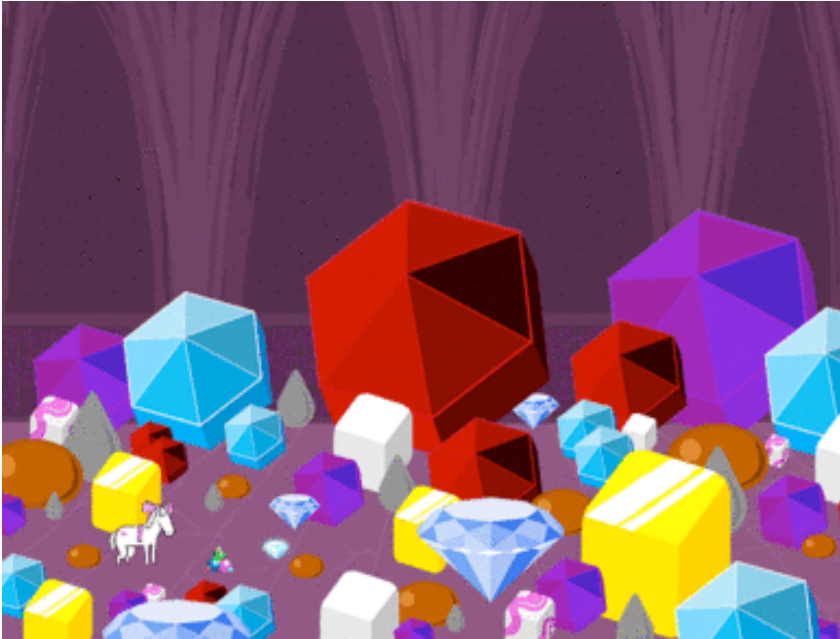


C. Grist

Grist is the name of the currency, loot, and alchemic resources in Sburb. The most common method of acquiring Grist is by defeating Underlings in Strife. When an Underling is defeated, they leave behind Grist. The amount and types of Grist depend on the nature of the Underling, as well as how powerful it is, with more powerful Underlings leaving rarer types and more numerous amounts of Grist. Denizens have the most amount of Grist in their Grist hoards that players can obtain. Grist is expended whenever the server player makes a physical change, when deploying from the Phernalia Registry, and when performing alchemy.

Since these things are just game constructs, they cannot be captchalogued in any way. The moment a player touches Grist, they add it into their Grist Cache, and each player can hold a certain amount of each type of Grist, dependent on their Cache Limit. Server players cannot collect Grist on behalf of their client players. Consorts also tend to trade in Grist, as it does not disappear when they touch it. Small-sized abstractions of Grist may count only as individual units of Grist, but larger-sized abstractions of Grist can count as adding a larger number of that type of Grist to a player's Grist Cache.

For more information on the Grist Cache, see “Section VI.B.6. Grist Cache”. For more information on Strife, see “Section X.A. Strife”. For more information on the Cache Limit, see “Section X.B.6. Cache Limit”. For more information on Underlings, see “Section XII.C.5. Underlings”.



1. Build Grist

Build Grist is the most common type of Grist and appears in the form of a cyan, elongated hexagonal bipyramid. Build Grist can drop from any Underling, especially weak ones. When the server player makes any physical alterations, changes walls, builds stairs or towers, or moves objects, expending Build Grist is necessary to perform those actions.



Each time a client player enters the Session, their server player acquires a starting amount of Grist. The amount is 2×10^n , where

n is which server player. Therefore, when the first player enters the Session, their server player starts with 20 Build Grist. The next server player starts with 200. The next starts with 2,000, and so forth.

2. Other Types of Grist

Build Grist may be the most common type of Grist, but there exist many other types of Grist that can be used for alchemizing different kinds of items. They can be found after defeating different kinds of Underlings.

i. Amber

Amber appears in the form of a yellow, solid drop of liquid. It is associated with the substance of hardened tree sap also called amber.



ii. Amethyst

Amethyst appears in the form of a purple, elongated hexagonal bipyramid. It is associated with the substance of dark magic.



iii. Artifact

Artifact appears in the form of a pixelated chunk. It is associated with the substance of virtual objects, specifically JPEG images. It is the most worthless type of Grist, being at a negative value, which means that doing alchemy with JPEGs can result in earning Artifact instead of expending it.



iv. Caulk

Caulk appears in the form of a gray, solid drop of liquid. It is associated with the substance of waterproof sealant also called caulk.



v. Chalk

Chalk appears in the form of a white, rounded cube. It is associated with the substance of sediment and minerals.



vi. Cobalt

Cobalt appears in the form of a blue, elongated hexagonal bipyramid. It is associated with the substance of water and ice.



vii. Diamond

Diamond appears in the form of a translucent, cut gem. It is associated with the substance of hardened carbon also called diamond.



viii. Garnet

Garnet appears in the form of a maroon, elongated hexagonal bipyramid. It is associated with the substance of fire and ash.



ix. Gold

Gold appears in the form of a metallic yellow, rounded cube. It is associated with the substance of opulent wealth.

**x. Iodine**

Iodine appears in the form of a brown, solid puddle of liquid. It is associated with the substance of volatile gas.

**xi. Marble**

Marble appears in the form of a white-pink, rounded cube. It is associated with the substance of architected rock.

**xii. Mercury**

Mercury appears in the form of a metallic gray, solid puddle of liquid. It is associated with the substance of liquified metal.

**xiii. Quartz**

Quartz appears in the form of a white, cut gem. It is associated with the substance of crystalized structures.



xiv. Ruby

Ruby appears in the form of a red, elongated hexagonal bipyramid. It is associated with the substance of contraband.



xv. Rust

Rust appears in the form of a brown, rounded cube. It is associated with the substance of corrosion and dust.



xvi. Shale

Shale appears in the form of a purple, elongated hexagonal bipyramid. It is associated with the substance of technology. For many players, Shale is the second-most common type of Grist they encounter.



xvii. Sulfur

Sulfur appears in the form of a yellow, rounded cube. It is associated with the substance of explosive chemicals.



xviii. Tar

Tar appears in the form of a black, solid drop of liquid. It is associated with the substance of fossile fuels.



xix. Uranium

Uranium appears in the form of a green, elongated hexagonal bipyramid. It is associated with the substance of nuclear energy and radiation.

Underlings that bear relation to First Guardians or the Green Sun are significantly more likely to have Uranium.



xx. Zillium

Zillium appears in the form of a multicolored molecule. It is associated with the substance of zilly.

It is required for any of the legendary zilly weapons from Cherub folklore, including the Warhammer of Zillyhoo, Battlespork of Zillywut, Flintlocks of Zillyhau, Cutlass of Zillywair, Blunderbuss of Zillywigh, Thistles of Zillywich, and the Unbreakable Katana. When an Underling is defeated by a player in Trickster Mode, enormous amounts of Zillium are dropped. Otherwise, it is very rare.



For more information on Trickster Mode, see “Section XIII.B.10. Green and Red Suckers”.

3. Rare Types of Grist

In addition to the aforementioned types of Grist, there are even more types of Grist that are more mysterious in their function and what they represent. They are incredibly valuable and thus tend to be used in alchemy sparingly. Only tougher Underlings tend to drop them, such as the Lich Queen.

For more information on the Lich Queen, see “Section XII.C.5.viii. Lich Queen”.

i. Citrine

Citrine appears in the form of an orange, elongated hexagonal bipyramid. Not much else is known about it.



ii. Glass

Glass appears in the form of a metallic translucent, rounded cube. Not much else is known about it.



iii. Juice

Juice appears in the form of a red, solid drop of liquid. Not much else is known about it.



iv. Kerogen

Kerogen appears in the form of a yellow-orange, elongated hexagonal bipyramid. Not much else is known about it.



v. Matte

Matte appears in the form of a black, rounded cube. Not much else is known about it.



vi. Morganite

Morganite appears in the form of a pink, elongated hexagonal bipyramid. Not much else is known about it.



vii. Onyx

Onyx appears in the form of a black, elongated hexagonal bipyramid. Not much else is known about it.

**viii. Paint**

Paint appears in the form of a pink, solid drop of liquid. Not much else is known about it.

**ix. Peridot**

Peridot appears in the form of a green, cut gem. Not much else is known about it.

**x. Rubellite**

Rubellite appears in the form of a red, cut gem. Not much else is known about it.

**xi. Sapphire**

Sapphire appears in the form of a blue, cut gem. Not much else is known about it.

**xii. Spinel**

Spinel appears in the form of a metallic red, rounded cube. Not much else is known about it.



xiii. Topaz

Topaz appears in the form of an orange, cut gem. Not much else is known about it.



xiv. Zircon

Zircon appears in the form of a dark green, rounded cube. Not much else is known about it.



xv. Rainbow Block

Rainbow Block appears in the form of a multicolored, rounded cube. Its color constantly changes as it cycles through different materials. It is one of the rarest types of Grist, but not much else is known about it.

xvi. Rainbow Drop

Rainbow Drop appears in the form of a multicolored, solid drop of liquid. Its color constantly changes as it cycles through different materials. It is one of the rarest types of Grist, but not much else is known about it.

xvii. Rainbow Gem

Rainbow Gem appears in the form of a multicolored, cut gem. Its color constantly changes as it cycles through different materials. It is one of the rarest types of Grist, but not much else is known about it.

D. Punched Cards

When a Captchalogue Card is inserted into a Punch Designix, the player can enter a Captchalogue Code to be punched onto the Captchalogue Card. The now Punched Card has punched holes in it that contain the code for an item to be later used in alchemy, specifically the Totem Lathe and eventually the Alchemiter.

The Punch Designix uses a cipher to translate the eight-digit Captchalogue Code into a pattern of punched holes on Punched Cards. It converts the code to numeric and then to six-bit binary and punches the binary pattern, where a 1 is a punched hole and a 0 is an unpunched slot.

When a card is punched, all of the bits are arranged in a 4-by-12 grid, with six slots per digit in the entered Captchalogue Code. There is a conversion table that the Punch Designix employs.



CODE	NUM	BIN	CODE	NUM	BIN
0	0	000000	W	32	100000
1	1	000001	X	33	100001
2	2	000010	Y	34	100010
3	3	000011	Z	35	100011
4	4	000100	a	36	100100
5	5	000101	b	37	100101
6	6	000110	c	38	100110
7	7	000111	d	39	100111
8	8	001000	e	40	101000
9	9	001001	f	41	101001
A	10	001010	g	42	101010
B	11	001011	h	43	101011
C	12	001100	i	44	101100
D	13	001101	j	45	101101
E	14	001110	k	46	101110
F	15	001111	l	47	101111
G	16	010000	m	48	110000
H	17	010001	n	49	110001
I	18	010010	o	50	110010
J	19	010011	p	51	110011
K	20	010100	q	52	110100
L	21	010101	r	53	110101
M	22	010110	s	54	110110
N	23	010111	t	55	110111
O	24	011000	u	56	111000
P	25	011001	v	57	111001
Q	26	011010	w	58	111010
R	27	011011	x	59	111011
S	28	011100	y	60	111100
T	29	011101	z	61	111101
U	30	011110	?	62	111110
V	31	011111	!	63	111111

For example, if a player inserted the Captchalogue Code for a claw hammer, which is nZ7Un6BI, into the Punch Designix and had that code punched onto a Captchalogue Card, then the code would be converted as follows. First, each digit in the code would be converted into its numeric form and then its binary form.

n = 49 = 110001 Z = 35 = 100011 7 = 07 = 000111
 U = 30 = 011110 n = 49 = 110001 6 = 06 = 000110
 B = 11 = 001011 I = 18 = 010010

The bits, however, are arranged top to bottom, left to right, in four columns, like so.

<u>1</u>	<u>0</u>	<u>1</u>	<u>0</u>
<u>1</u>	<u>0</u>	<u>1</u>	<u>0</u>
<u>0</u>	<u>0</u>	<u>0</u>	<u>1</u>
<u>0</u>	<u>1</u>	<u>0</u>	<u>0</u>
<u>0</u>	<u>1</u>	<u>0</u>	<u>1</u>
<u>1</u>	<u>1</u>	<u>1</u>	<u>1</u>
<u>1</u>	<u>0</u>	<u>0</u>	<u>0</u>
<u>0</u>	<u>1</u>	<u>0</u>	<u>1</u>
<u>0</u>	<u>1</u>	<u>0</u>	<u>0</u>
<u>0</u>	<u>1</u>	<u>1</u>	<u>0</u>
<u>1</u>	<u>1</u>	<u>1</u>	<u>1</u>
<u>1</u>	<u>0</u>	<u>0</u>	<u>0</u>

Which spots have a 1 instead of a 0 determines the punched pattern on a Punched Card.

For more information on the purpose of Punched Cards, see “Section VII.A. Guide to Alchemy”.

1. Captchalogue Codes

On the back of every Captchalogue Card is a Captchalogue Code written in the style of an internet captcha code that is designed to only be legible by intelligent beings or incredibly advanced artificial intelligence. The code is eight digits long, and each digit can be a number from zero to nine, an uppercase letter from A to Z, a lowercase letter from a to z, a question mark, or an exclamation point.



Whenever an item is captchalogued, the code on the back of the card changes to be a unique code corresponding with that particular item. There are a total of nearly 300 trillion possible codes, which may seem large. However, considering that these codes account for all conceivable items, 300 trillion is not a high enough number to account for all conceivable items that could be captchalogued. Therefore, Paradox Space has ensured that codes exist only for items that would ever be captchalogued at some point in reality in any game Session.

Blank, unused Captchalogue Cards all have the Captchalogue Code of 00000000, the same code that also applies to Perfectly Generic Objects. So any attempt to alchemize nothing does produce some result instead. If an extremely complex object is captchalogued, sometimes the Captchalogue Code is encrypted in a complex image that can only be decoded by the Intellibeam Laserstation, to prevent low-level players from breaking the game too early. Note that pumpkins do not have Captchalogue Codes because they cannot be captchalogued. What follows below is a list of every known Captchalogue Code, although these are just a fraction of all possible codes.

CODE	CAPTCHALOGUED ITEM
00000000	Perfectly Generic Object
11111111	Captchalogue Card
DQMmJLeK	Green Slime Ghost Pogo
nZ7Un6BI	Claw Hammer
dskjhsdk	Rocket-Pack-Cinderblock-Violin-Flower-Pot
126GH48G	Pogo Hammer
cZCMY4Qf	Cruxite Apple
zxN?pNhM	Hammerhead Pogo Ride
00080020	Joker Figuirine
CuPA8LnQ	Potted Plant
CuPA8LpQ	Graffitied Cosby Poster
CuP28LpQ	Painting of a Horse Attacking a Football Player
CuP28LnQ	Cosby Poster
Q82a0H54	Cruxite Bottle
?0YFY90!	Charles Dutton Photo
L229BxoG	Punch Designix
PCHOOOOO	Rocket Pack
pshoooes	Rocket Boots
PSWOOOOP	Rocket Wings
Wtin189Q	Fear No Anvil
72KH?CNq	Rose's Journals
FFFFFFFW	Ahab's Crosshairs
r5jQS?v2	Box of Chalk
82THE8TH	Fluorite Octet
qG4e0H5C	Cruxite Dog Piñata
00420BLZ	Pointy Shard of Glass
0008UTT5	Very Pointy Shard of Glass
uROBuROS	Red Sucker
UrobUros	Green Sucker
[Illegible]	Sburb Client Disc
[Illegible]	Sburb Server Disc

2. Punch Manipulation

Players can manipulate the Punched Card stages in the alchemization process to truly experience alchemy. There are two ways that this can be done: Bitwise AND Operations and Bitwise OR Operations. The first method reduces the amount of punched holes read by the totem lathe while the second method increases the amount of punched holes read by the totem lathe. Once the punched holes between two cards are manipulated they can be manipulated once again with additional cards, which can result in alchemic equations with a multitude of items.

However, because of the nature of both methods, many combinations can result in the same outcome. This means that any given item can potentially have a multitude of ways to alchemize it. Unfortunately it also means that there are a lot of dud combinations with different codes representing similar but unnoteworthy items. Clever players can learn all about captalogue codes, punched cards, and bitwise operations in an effort to hack the system of alchemy by deducing a desired items code or at least narrowing down the possibilities, perhaps through the use of a sufficiently advanced algorithm.

i. Bitwise AND Operations

One of the ways punch manipulation can be done is by utilizing a Bitwise AND Operation between two Captchatalogue Cards. Such an operation ensures that the only holes that are read between two cards are the ones that they both have punched. This can be done by overlapping two Punched Cards and insertting both into the Totem Lathe, which then reads them as if they were one card, producing a unique Cruxite Totem that is a combination of the two items. Alchemized items resulting from Bitwsie AND Operations abstractly take traits of both items that created them and typically have the functionality of both components.

Naturally, these alchemized items always have punched holes equal to or fewer than the number of punched holes in the Punched Cards that created them, which means that these items tend to have simpler Captalogue Codes. Bitwise AND Operations are usually denoted by &&. If a player keeps re-alchemizing an item with other items using Bitwise AND Operations incessantly, the alchemized items' Captalogue Codes are guarenteed to become simpler, until they approach 00000000, A Perfectly Generic Object.

ii. Bitwise OR Operations

One of the ways punch manipulation can be done is by utilizing a Bitwise OR Operation between two Captchalogue Cards. Such an operation ensures that all of the holes between two different cards are all punched on a single card. This can be done by using the punch designix to punch two different codes from two different items onto a single Captalogue Card, which then combines them into a single code, producing a unique Cruxite Totem that is a combination of the two items. Alchemized items resulting from Bitwsie OR Operations abstractly take traits of both items that created them and typically have the functionality of one component but the form of the other.

Naturally, these alchemized items resulting from Bitwise OR Operations always have punched holes equal to or more than the number of punched holes in the Punched Cards that created them, which means that these items tend to have simpler Captalogue Codes. Bitwise OR Operations are usually denoted by ||. If a player keeps re-alchemizing an item with other items using Bitwise OR Operations incessantly, the alchemized items' Captalogue Codes are guarenteed to become more complex, until they approach !!!!!!!.

It isn't known what exactly the item with the Captalogue Code of !!!!!!! is, but it can be presumed to be the opposite of a Perfectly Generic Object, such as a hypothetical Perfectly Ethereal Object.

E. Known Combinations

The combinations produced with alchemy are nearly infinite, or perhaps around 300 trillion. Note that alchemic pairs can be swapped, but entire alchemic equations cannot be swapped. A && B produces the same result as B && A. However, while A && B | | C does produce the same result as B && A | | C, it does not produce the same result as A | | C && B.

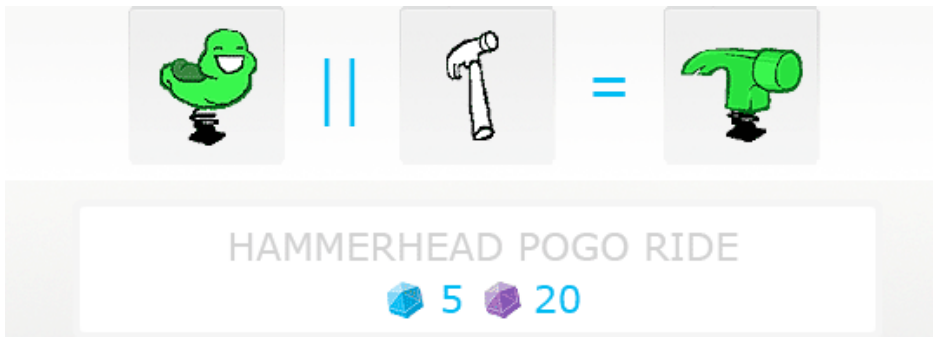
It should be noted that often when alchemizing, using something that represents an idea does count as alchemization. For example, when a component is a work of art, the depiction in that art is taken into consideration for the result. Also, if an act of alchemy costs zero amount of a type of Grist, the only requirement is that that type of Grist have been discovered. What follows below is a list of known combinations to serve as examples for all kinds of alchemy that can be achieved via punch manipulation.

This section isn't completely necessary for knowing how to play Sburb, however, seeing as many examples of alchemy as possible can help give the Game Master an idea of each kind of alchemy produces each kind of result. In addition, should a player attempt to alchemize one of these items, this section can be a helpful reference for the results or recipes involved. For more information on alchemy, see "Section VII.A. Guide to Alchemy".

1. Melee Weapons

Since most players have melee weapons for their Strife Specibus, melee weapons are often among the first items alchemized by players.

i. Hammerhead Pogo Ride

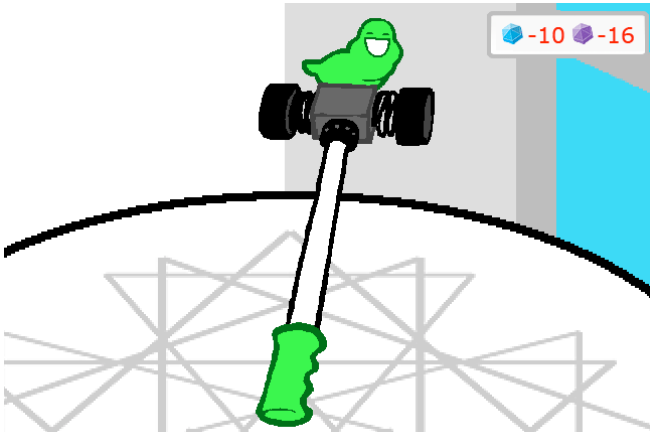


Green Slime Ghost Pogo | | Claw Hammer

The Hammerhead Pogo Ride costs five Build Grist and 20 Shale to be alchemized. It retains the pogo facet of its first component but instead has the hammerhead form of its second component. It has no use as a weapon, and it is an uncomfortable pogo ride. The Hammerhead Pogo Ride, along with the Pogo Hammer, illustrate the differences between Bitwise AND Operations and Bitwise OR Operations.

For more information on Bitwise AND Operations and Bitwise OR Operations, i.e. `&&` and `|`, see “Section VII.D.2. Punch Manipulation”.

ii. Pogo Hammer



Green Slime Ghost Pogo && Claw Hammer

The Pogo Hammer costs 10 Build Grist and 16 Shale to be alchemized. It has the springs and design of its first component while retaining the hammer facet of its second component. Its pogo nature improves its use as a weapon in the Hammerkind Strife Specibus. The Pogo Hammer, along with the Hammerhead Pogo Ride, illustrate the differences between Bitwise AND Operations and Bitwise OR Operations.

For more information on Bitwise AND Operations and Bitwise OR Operations, i.e. && and | |, see “Section VII.D.2. Punch Manipulation”.

iii. Wrinklef*cker



WRINKLEFUCKER

 55  44  66

Pogo Hammer | | Iron

Green Slime Ghost Pogo && Claw Hammer | | Iron

The Wrinklef*cker costs 55 Build Grist, 44 Shale, and 66 Tar to be alchemized. It retains the pogo and hammer facets of its first component but instead has the metallic, iron form of its second component. Its metallic nature improves its use as a weapon in the Hammerkind Strife Specibus.

iv. Telescopic Sassacrusher



TELESCOPIC SASSACRUSHER

 250  10  50

Sledgehammer | | Colonel Sassacre's Daunting Text of Magical Frivoloty and Practical Japery && Telescope

The Telescopic Sassacrusher costs 250 Shale, 10 Tar, and 50 Mercury to be alchemized. It retains the hammer facet of its first component but instead has the heavy, hard-cover form of its second component, while retaining the magnitude and size of its third component. Its large, metallic, and heavy natures improves its use as a weapon in the Hammerkind Strife Specibus, even if it is too heavy for most players.

v. Barber's Best Friend



&&



=



BARBER'S BEST FRIEND

 2  8

Umbrella & Straight Razor

The Barber's Best Friend costs two Shale and eight Mercury to be alchemized. It has the mechanics of its first component while retaining the razor facet of its second component. Its razor blade nature improves its use as a weapon in the Umbrellakind Strife Specibus.

vi. Homes Smell Ya Later

Sickle (?) The Thresh Prince of Bel-Air DVD

The Homes Smell Ya Later has the design of its second component while retaining the sickle facet of its first component. It continues to function as a weapon in the Sicklekind Strife Specibus.



vii. Regisickle

Sickle (?) Regisword

The Regisickle has the design of its second component while retaining the sickle facet of its first component. Its Carapacian nature improves its use as a weapon in the Sicklekind Strife Specibus.



viii. Dragon Cane

Walking Cane (?) Spear (?) Scalemate

The Dragon Cane has the form of its first component, the blades from the second component, and the design of the third component. Its bladed nature improves its use as a weapon in the Canekind Strife Specibus.



ix. Fidupear



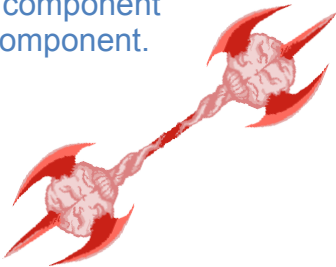
Jousting Lance (?) Fidupspawn

The Fidupear has the plush material of its second component while retaining the spear facet of its first component. It continues to function as a weapon in the Lancekind Strife Specibus.

x. Brainfork

Ψdon's Entente (?) Brain Consort

The Brainfork has the brains of its second component while retaining the trident facet of its first component. Its strange nature improves its use as a weapon in the 2x3dentkind Strife Specibus, and it is a result of live alchemy.



xi. Sord.....



&&



=



SORD.....

 0

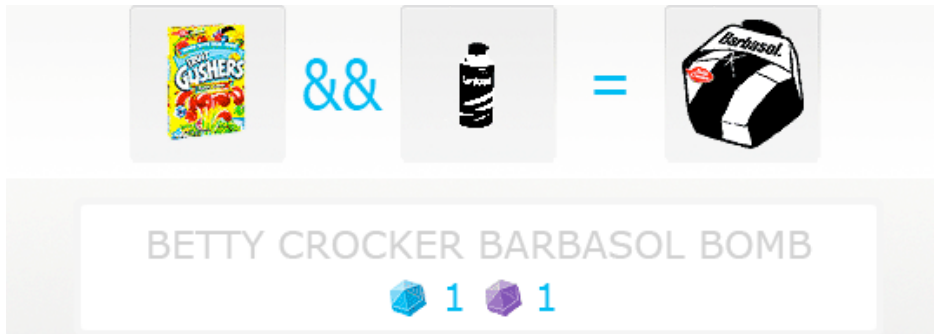
Sword & H*lla Jeff Drawing

The sword..... specifically costs zero Build Grist to be alchemized. It has the terrible artistic quality of its second component while retaining the sword facet of its first component. It continues to function as a weapon in the Bladekind Strife Specibus, although it is worse in every way.

2. Ranged Weapons

Occasionally players instead choose ranged weapons as their targets when alchemizing items.

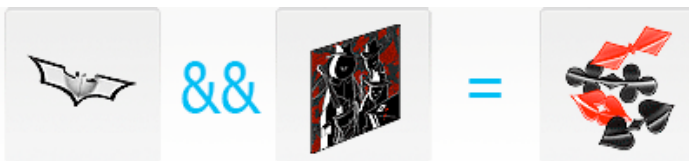
i. Betty Crocker Barbasol Bomb



Massive Tropical Brain Hemorrhage Gushers && Shaving Cream

The Betty Crocker Barbasol Bomb costs one Build Grist and one Shale to be alchemized. It has the shape and filling of its first component while retaining the flammable cream and release facets of its second component.

ii. Suitarangs



SUITARANGS

 20  4

Batarang && Midnight Crew Poster

The Suitarangs cost 20 Build Grist and four Tar to be alchemized. It has the shape and function of its first component while retaining the design implied of its second component.

iii. Girl's Best Friend



GIRL'S BEST FRIEND

 500,500

Midnight Crew Poster && Hunting Rifle

The Girl's Best Friend costs 500,500 Diamond to be alchemized. It has the style and weapon type of its first component while

retaining the gun facet of its second component. Its automatic nature improves its use as a weapon in the Riflekind Strife Specibus.

iv. Green Sun Streetsweeper



&&



=



GREEN SUN STREETSWEeper

1,000,000
1,000
1

Green Sun Bedsheets && Girl's Best Friend

Midnight Crew Poster && Hunting Rifle && Green Sun Bedsheets

The Green Sun Streetsweeper costs 1,000,000 Build Grist; 1,000 Uranium, and one Rainbow Gem to be alchemized. It has the design depicted of its first component while retaining the gun facet of its second component. Its somewhat First Guardian nature improves its use as a weapon in the Riflekind Strife Specibus.

v. Iron Lass Suit



IRON LASS SUIT

100,000 Build Grist 20,000 Ruby 10,000 Amber 1,000 Uranium

Iron Man Suit & Jade’s Outfit

The Iron Lass Suit costs 100,000 Build Grist; 20,000 Ruby; 10,000 Amber; and 1,000 Uranium to be alchemized. It has all of the functionality of its first component while retaining the design of its second component. It is an outfit, a weapon, and a mode of transportation all-in-one, just like its first component.

vi. Proton Cannon



PROTON CANNON

10,000,000,000 Build Grist 500,000,000 Ruby 1 Diamond

Hunting Rifle & Iron Lass Suit | | Particle Accelerator

Iron Man Suit & Jade's Outfit & Hunting Rifle | | Particle Accelerator

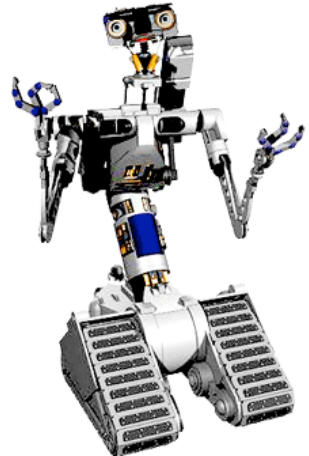
The Proton Cannon costs 10,000,000,000 Build Grist; 500,000,000 Uranium; and one Rainbow Gem. It has the trigger mechanism of its first component while retaining the futurism facet of its second component, but instead has the high-energy output of its third component. Its incredibly powerful, energy-projectile nature improves its use as a weapon in the Riflekind Strife Specibus, even if it can only be held while wearing the Iron Lass Suit for most players.

vii. Johnny 5

Mecha & Green Sun Streetsweeper | | Iron Lass Suit

Midnight Crew Poster & Hunting Rifle & Green Sun Bedsheets & Mecha | | (Iron Man Suit & Jade's Outfit)

The Johnny 5 has the robotics of its first component while retaining the simpler engineering facet of its second component, but instead has the futurism of its third component. Its self-aware nature results in its having no use as a weapon nor outfit, and it is a result of live alchemy. The Johnny 5 isn't a uniquely alchemized item, but rather a fictional character brought into reality, showing truly that every item has alchemical components.



3. Magic Weapons

Many players alchemize items that have magical properties, sometimes based on their Aspect or on other associations they

have, like Horrorterrors. These items seem magic in their own right, like some crazy thing made by alchemy. However, much evidence indicates that players’ aforementioned powers can leak into their alchemization. Whether the power originates from alchemy or from the player isn’t known. For example, several time machines have been alchemized but only ever by Time players. It should also be noted that said time machines could be used by anyone after that point, not just the player who made them.

For more information on Aspects, see “Section IV.E.2. Aspects”. For more information on Horrorterrors, see “Section XIII.D.2. Horrorterrors”.

i. Silken Wizardbeard Yarn (with Magical Properties)

 &&  = 

SILKEN WIZARDBEARD YARN (WITH MAGICAL PROPERTIES)

 100  200  250

Wizard Statue && Ball of Yarn

The Silken Wizardbeard Yarn (with Magical Properties) costs 100 Cobalt, 200 Amethyst, and 250 Garnet to be alchemized. It has the implied magical nature of its first component while retaining the yarn material of its second component. It was alchemized by a Light player under the influence of Horrorterrors.

ii. Needlewands



Wizard Statue | | Knitting Needles

The Needlewands cost 1,000 Diamond; 2,000 Chalk; 3,000 Garnet; and 500 Gold to be alchemized. It retains the needle form of its second component but instead has the implied magical nature of its first component. Its magical nature improves its use as a weapon in the Needlekind Strife Specibus. It was alchemized by a Light player under the influence of Horrorterrors.

iii. Thorns of Oglogoth



Needlewands && Grimoire for Summoning the Zoologically Dubious

Wizard Statue | | Knitting Needles & Grimoir for Summoning the Zoologically Dubious

The Thorns of Oglooth cost 6,000 Iodine; 5,000 Chalk; 4,000 Amethyst; 3,000 Gold; and 666 Tar to be alchemized. It has the wand-like, magical nature of its first component while retaining the dark aura of its second component. It was alchemized by a Light player under the influence of Horrorterrors.

iv. Music Box Time Machine



Quartz (?) Music Boxes

The Music Box Time Machine has the ability to count time implied from its first component, while retaining the operative functionality of its second component. It was alchemized by a Time player for its ability to enable time travel.

v. Timetables



Clock (?) Turntables

The Timetables have the ability to traverse time implied from its first component, while retaining the operative functionality of its second component. It was alchemized by a Time player for its ability to enable time travel.

vi. Turntop


&&

=


TURNTOP

600
1200
900
300
1

Timetables & Computer

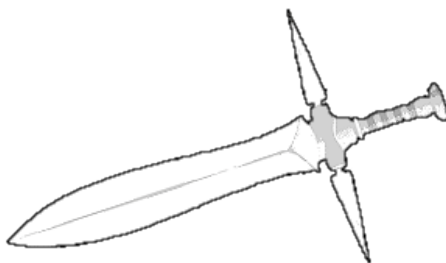
Clock (?) Turntables & Computer

The Turntop costs 600 Build Grist; 1,200 Garnet; 900 Mercury; 300 Gold; and one Diamond to be alchemized. It has the computing functionality of its second component, while retaining the ability to traverse time of its first component. It was alchemized by a Time player.

vii. Caledfwlch

Sword (?) Magic Cue Ball

The Caledfwlch retains sword facet of its first component but instead has game-breaking abilities of its second component. Its ability to kill even immortal beings vastly improves its use as a weapon in the Bladekind Strife



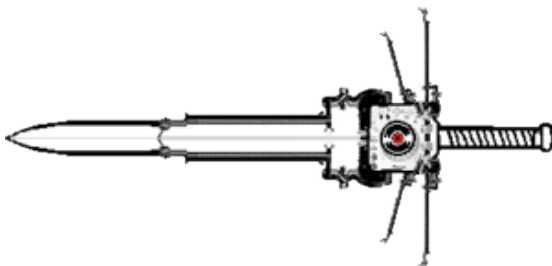
Specibus. However, this ability is lost if Caledfwlch is broken.

viii. Caledscratch

Broken Caledfwlch (?) Timetables

Broken Sword (?) Magic Cue Ball (?) Timetables

The Caledscratch retains sword facet of its first component but instead has the ability to transpose its temporal state from



broken to unbroken to new to rusted from its second component. Its temporal nature improves its use as a weapon in the Bladekind Strife Specibus, except that it lacks the ability to kill immortal beings since a Broken Caledfwlch was used. It was alchemized by a Time player who was unable to acquire an unbroken Caledfwlch.

ix. Snoop Dogg Snow Cone Machete



Snoop Dogg Photo & Mini Air Conditioner | | Caledscratch

Snoop Dogg Photo & Mini Air Conditioner | | (Broken Sword (?)
Magic Cue Ball (?) Timetables)

The Snoop Dogg Snow Cone Machete costs 1,000 Build Grist; 2,500 Cobalt; 10,000 Chalk; 10,000 Shale; and 1,000 Diamond to be alchemized. It retains the design of its first component and the icy temperament of its second component but instead has the temporal abilities and sword form of its third component. Its icy and temporal natures improves its use as a weapon in the Bladekind Strife Specibus. It was alchemized by a Time player.

x. Scarlet Ribbitar



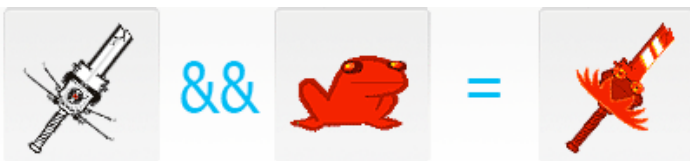
SCARLET RIBBITAR

 100,000
  400,000
  20,000
  2,000,000

Caledscratch & Ruby Contraband

Unbroken (Broken Sword (?) Magic Cue Ball (?) Timetables) & Ruby Contraband

The Scarlet Ribbitar costs 100,000 Build Grist; 400,000 Ruby; 20,000 Quartz; and 2,000,000 Rubellite to be alchemized. It has the temporal abilities and sword form of its first component while retaining the material and design facets of its second component. Its contraband and temporal natures improves its use as a weapon in the Bladekind Strife Specibus, especially because of the adverse effect it has on Dersites. It was alchemized by a Time player.



BROKEN SCARLET RIBBITAR

 50,000
  200,000
  10,000
  1,000,000

Broken Caledscratch && Ruby Contraband

Broken (Broken Sword (?) Magic Cue Ball (?) Timetables) && Ruby Contraband

If the Caledscratch is reversed to its broken state, the Broken Scarlet Ribbitar instead costs only 50,000 Build Grist; 200,000 Ruby; 10,000 Quartz; and 1,000,000 Rubellite to be alchemized. Its identical to the Scarlet Ribbitar but is less efficient as a weapon in the 1/2bladekind Strife Specibus.

4. Accessories

Frequently, players alchemize accessories that they wear to enhance specific facets or abilities of themselves.

i. Transparent Magic 8 Ball



TRANSPARENT MAGIC 8 BALL

 8
  1
  1

Crystal Ball && Magic 8 Ball

The Transparent Magic 8 Ball costs eight Tar, one Diamond, and one Chalk to be alchemized. It has the magic and transparent facets from the first component that was alchemized by a Light player under the influence of Horrorterrors, while retaining the

function of its second component. Its use as a Magic 8 Ball is diminished by being able to see all results simultaneously.

ii. Sooth Specs



&&



=



SOOTH SPECS

 2,000  20,000  200,000

Crystal Ball && Jade’s Glasses

The Sooth Specs cost 2,000 Build Grist; 20,000 Diamond; and 200,000 Amethyst to be alchemized. It has the magic and transparent facets from the first component that was alchemized by a Light player under the influence of Horrorterrors, while retaining the function of its second component. Its use as glasses is improved by being able to see other physical locations through a dizzying fisheye filter.

iii. Junior Compu-Sooth Spectagoggles


&&

=


JUNIOR COMPU-SOOTH SPECTAGOGGLES
2,000 20,000 200,000 2,000,000

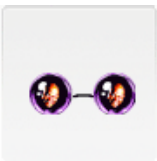
Sooth Specs && Lunchtop

Crystal Ball && Jade's Glasses && Lunchtop

The Junior Compu-Sooth Spectagoggles cost 2,000 Build Grist; 20,000 Diamond; 200,000 Amethyst; and 2,000,000 Ruby to be alchemized. It has the magic glasses facet from the first component, while retaining the computing function of its second component. Its use as glasses is improved by being able to see other physical locations with computer navigation.

iv. Dutton Bubble Goggles


&&

=


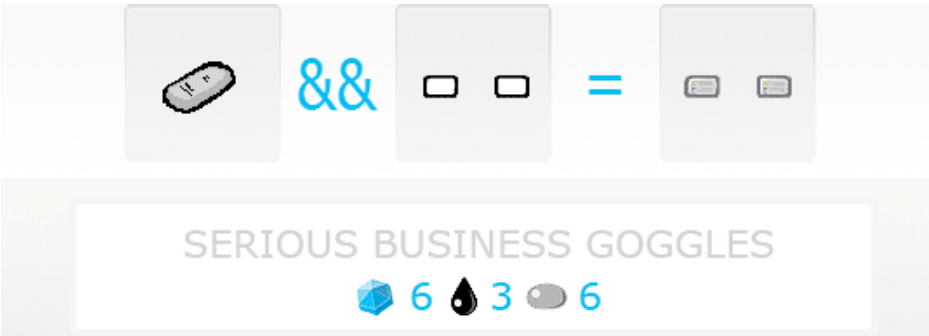
DUTTON BUBBLE GOGGLES
0

Charles Dutton Photo && Sooth Specs

Crystal Ball && Jade’s Glasses && Charles Dutton Photo

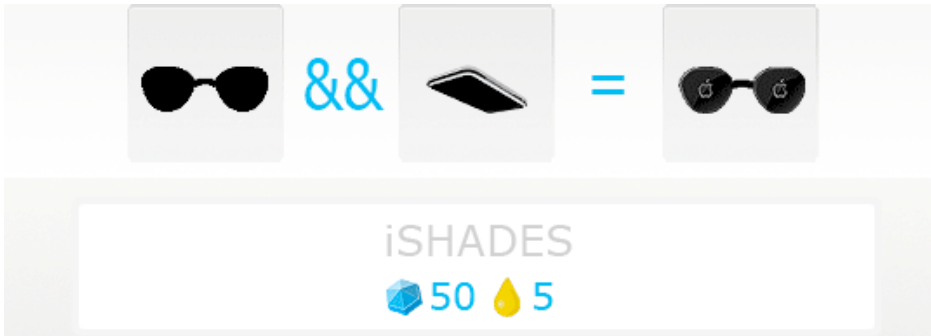
The Dutton Bubble Goggles specifically cost zero Rainbow Gems to be alchemized. It has the magic glasses facet from the second component, while retaining the philosophy implied from the first component. Its use as glasses is improved by being able to see into eternity forever, so to speak.

v. Serious Business Goggles



PDA && John’s Glasses

The Serious Business Goggles cost six Build Grist, three Tar, and six Mercury to be alchemized. It has the computational facet from the first component, while retaining the glasses facet from the second component. Its use as glasses is improved by being able to communicate with others through voice commands while wearing them.

vi. iShades**Sunglasses && iPhone**

The iShades cost 50 Build Grist and five Amber to be alchemized. It has the glasses facet from the first component, while retaining the computational facet from the second component. Its use as glasses is improved by being able to communicate with others through voice commands while wearing them.

vii. Jane's Hat

There are at least three ways to alchemize the ordinary item of Jane's Hat. These three ways became known via the Recipe Fetch Modus and function as an example of multiple but differing combinations resulting in the same item.

The Fatherly Gent's Shaving Almanac && Steak

Revolver | | Top Hat

Potted Plant && Dream Bubbles by Charles Dutton | | Matriorb

If the first recipe is chosen, Jane's Hat costs one Build Grist. It has the fatherly facet from the first component, while retaining the leathery hide from the second component. If the second recipe is chosen, Jane's Hat costs 25 Build Grist, five Shale, and one Glass. It retains the wearable hat facet from the second component, but instead has an appeal more in style with the first component. If the third recipe is chosen, Jane's Hat costs 100,000,000,000,000 Rainbow Gems. It abstractly has the suburban facet from the first component, while retaining the nostalgic memories implied from the second component, but instead has a more organic base implied from the third component, in an abstract and overly obtuse sort of way.



viii. Fedora and Candy Corn



FEDORA + CANDY CORN

 5

Fedora & Problem Sleuth Poster

The Fedora and Candy Corn cost five Build Grist to be alchemized. It has the hat from the first component, while retaining the candy-in-a-hat theme implied from the second component. Its use as a hat is slightly improved by having an emergency snack.

ix. Bunny Sassacre Fedora

Fedora | | Colonel Sassacre's Daunting Text of Magical Frivoloty and Practical Japery & Con Air Bunny

The Bunny Sassacre Fedora retains the hat facet of its first component but instead has ridiculous style of its second component, while retaining the bunny ears of its third component. It continues to function as a hat, if a ridiculous one.



x. Fluffy Ball Plus Headband



FLUFFY BALL PLUS HEADBAND

 50,000

Headband & Fluffy Ball

The Fluffy Ball Plus Headband costs 50,000 Build Grist to be alchemized. It has the headband facet from the first component, while retaining the fluffy ball facet from the second component. It isn't very useful, especially as earmuffs, and it is absurdly expensive for its pointlessness.

xi. Lunchmuffs











LUNCHMUFFS

 100  50  1

Earmuffs & Lunchtop

The Lunchmuffs cost 100 Build Grist, 50 Ruby, and one Diamond to be alchemized. It has the cozy headband facet from the first component, while retaining the design and computational facets from the second component. Its use as earmuffs is improved by being able to communicate with others through voice commands while wearing them.

5. Clothing

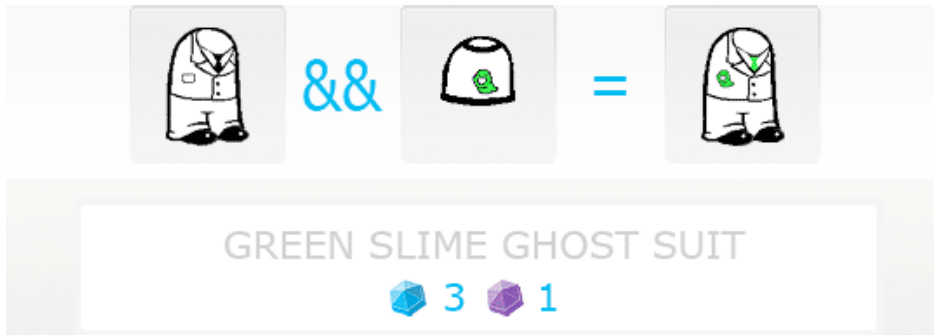
Nearly every player at some point alchemizes various objects and clothing to create unique outfits to suit their character. Sometimes the result is functional, but often the desire is appeal.

i. Excessively Tall Pant

Shirt (?) Pants

The Excessively Tall Pant has the cloth that covers the arms from the first component, while retaining the cloth that covers the legs from the second component. The one who alchemized it felt it was surprisingly inadequate for defense.

ii. Green Slime Ghost Suit



Suit && Green Slime Ghost Shirt

The Green Slime Ghost Suit costs three Build Grist and one Shale to be alchemized. It has the cloth from the first component, while retaining the insignia from the second component. The one who alchemized it felt the change wasn't substantial enough.

iii. Wise Guy Slime Suit



||



=



WISE GUY SLIME SUIT

 1  5  10

Green Slime Ghost Suit | | Wise Guy

Suit && Green Slime Ghost Shirt | | (Harry Anderson Poster && This Ocean Charles by Charles Barkley)

The Wise Guy Slime Suit costs one Build Grist, five Shale, and 10 Tar to be alchemized. It has the cloth from the first component, but instead has the design and pranks from the second component. The one who alchemized it felt the gimmicks were definitely worth it.

iv. Velvet Squiddleknit Dress



&&



||



=



VELVET SQUIDDLEKNIT DRESS

 2100  700  1

Knittings && Velvet Pillow | | Squiddle Shirt

The Velvet Squiddleknit Dress costs 2,100 Amethyst; 700 Gold; and one Tar to be alchemized. It retains the cloth and pattern of its first component and the velvet texture of its second component but instead has the insignia of its third component. The one who alchemized it felt it was stylish.

v. Puppet Tux

Dave's Shirt && Giant Marionette Suit

The Puppet Tux has the insignia from the first component, while retaining the enlarged suit from the second component. The one who alchemized it felt it was ironic to wear a suit made for dolls.



vi. Red Plush Puppet Tux



RED PLUSH PUPPET TUX

 30  60  3

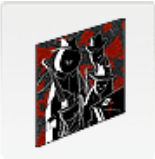
Puppet Tux | | Red Smuppet

Dave's Shirt && Giant Marionette Suit | | Red Smuppet

The Red Plush Puppet Tux costs 30 Build Grist, 60 Rust, and three Garnet to be alchemized. It retains the design and suit

facets of its first component but instead has the plush texture of its second component. The one who alchemized it felt it was like walking around in snugly, action pajamas.

vii. Four Aces Suited



FOUR ACES SUITED

 50

Red Plush Puppet Suit && Midnight Crew Poster

Dave’s Shirt && Giant Marionette Suit | | Red Smuppet &&
Midnight Crew Poster

The Four Aces Suited costs 50 Tar to be alchemized. It retains the design and suit of its first component, while retaining the color and material implied from its second component. The one who alchemized it felt it was starchy and all business.

viii. Felt Duds



FELT DUDS

 50

Red Plush Puppet Suit && Felt Poster

Dave's Shirt && Giant Marionette Suit | | Red Smuppet && Felt Poster

The Felt Duds cost 50 Uranium to be alchemized. It retains the design and suit of its first component, while retaining the color and material implied from its second component. The one who alchemized it felt it was it might make a good alternative as a suit.

ix. Dead Shuffle Dress



DEAD SHUFFLE DRESS

 40  40  40  40

Decrepit Mummy && Midnight Crew Poster | | Jade's Outfit

The Dead Shuffle Dress costs 40 Tar, 40 Garnet, 40 Matte, and 40 Juice to be alchemized. It retains the wrapped cloth of its first component and the color and material implied of its second component but instead has the form and insignia of its third component. The one who alchemized it felt it looked like it came straight from anime.

x. Dress of Eclectica

 &&  = 

DRRESS OF ECLECTICA

 8

Beauty Portrait && Jade’s Outfit

The Dress of Eclectica costs eight Cobalt to be alchemized. It retains the artisinal design of its first component, while retaining the form and insignia from its second component. The one who alchemized it felt it was better than her standard outfit.

xi. Three in the Morning Dress



THREE IN THE MORNING DRESS

8 1

Dress of Eclectica && Felt Poster | | Transparent Magic 8 Ball

Beauty Portrait && Jade's Outfit && Felt Poster | | (Crystal Ball
&& Magic 8 Ball)

The Three in the Morning Dress costs eight Tar and one Uranium to be alchemized. It retains the elegance and form of its first component and the color and material implied of its second component but instead has the translucent optics of its third component. The one who alchemized it felt it was fancy enough to be worn on only super special occasions.

xii. Warm Fuzzy Squiddlejacket and Squiddlesneaks

Furry Wolf Head Trophy && Lunctop | | Jade's Shirt and Shoes

The Warm Fuzzy Squiddlejacket and Squiddlesneaks retain the fuzzy coat of its first component and the computational and design facets of its second component but instead has the form of its third component. The one alchemized them felt they were soft, cozy, and handy.



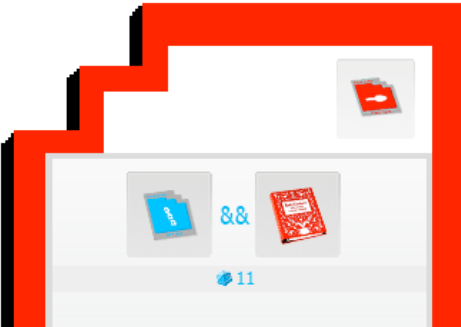
6. Other Items

Many items don't have functional purposes as weapons nor for outfits. Some items are computers, are tools, just have no function, or oddly fit in some other category.

i. Recipe Fetch Modus

Array Fetch Modus && Cookbook

The Recipe Fetch Modus costs 11 Build Grist to be alchemized. It retains array functionality of its first component, while retaining the recipe functionality of its second component. It serves as an example that Fetch Modi can be used in alchemy to make better Fetch Modi.



For more information on how the Recipe Fetch Modus works, see “Section V.B.4.iii. Recipe”.

ii. H*llacious Blue Phlegm Aneurysm Gushers

 &&  = 

HELLACIOUS BLUE PHLEGM ANEURYSM GUSHERS

 24  30  18

Massive Tropical Brain Hemorrhage Gushers & Blue Ectoplasm

The H*llacious Blue Phlegm Aneurysm Gushers cost 24 Build Grist, 30 Shale, and 18 Mercury to be alchemized. It retains the form of its first component, while retaining gooey Sprite composition from its second component. It has ghostly healing properties but is unappetizing.

iii. Bodacious Black Liquid Sorrow Gushers



The image shows a recipe for 'BODACIOUS BLACK LIQUID SORROW GUSHERS'. It features three items in a row: a bottle of 'INK OF SQUID PRO QUO', a box of 'FRUITY GUSHERS', and an equals sign followed by a box of 'BODACIOUS BLACK LIQUID SORROW GUSHERS'. Below the items, the name of the final product is written in a light grey box, and a black drop icon followed by the number '1000' indicates the cost in Tar.

Ink of Squid Pro Quo & H*llacious Blue Phlegm Aneurysm Gushers

Ink of Squid Pro Quo & Massive Tropical Brain Hemorrhage Gushers & Blue Ectoplasm

The Bodacious Black Liquid Sorrow Gushers cost 1,000 Tar to be alchemized. It retains the toxic ink of its first component, while retaining Sprite candy form of its second component. It reverses the ghostly healing properties and is pure poison.

iv. Magnetic Wodka



Magnetic W && Bottle of Vodka

The Magnetic Wodka costs 20 Cobalt, 10 Diamond, and 50 Mercury to be alchemized. It retains the shape and magnetism of its first component, while retaining the form and alcohol of its second component. It may or may not be safe to drink.

v. Wise Guy

Harry Anderson Poster && This Ocean Charles by Charles Barkley

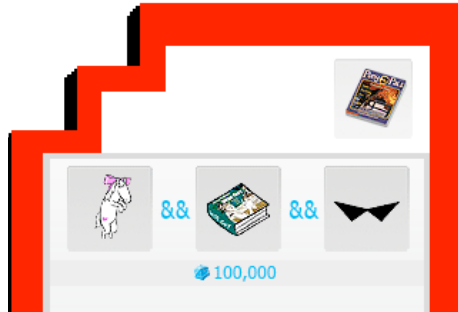
Wise Guy costs three Build Grist to be alchemized. It retains the character implied of its first component, while retaining the form of its second component. It is considered a classic by some.



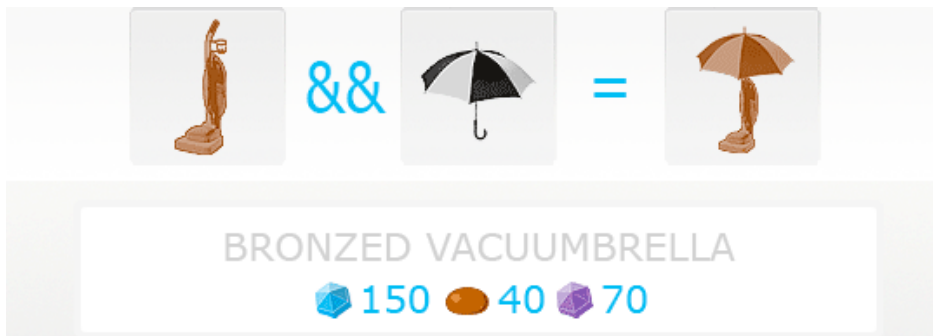
vi. Pony Pals: Detective Pony

Maplehoof & Wise Guy & Dirk's Autoresponder

Pony Pals: Detective Pony costs 100,000 Build Grist to be alchemized. It retains the inspirational horse character of its first component, while retaining the form of its second component and the commentary from its third component. It is a dark, mature version of a book originally for younger audiences.



vii. Bronzed Vacuumbrella



Bronzed Vacuum & Umbrella

The Bronzed Vacuumbrella costs 150 Build Grist, 40 Iodine, and 70 Shale to be alchemized. It retains the form and material of its first component, while retaining the functionality of its second component. Its use as a vacuum cleaner and umbrella is diminished.

viii. Remote Ghost Gauntlet



REMOTE GHOST GAUNTLET

 32  128

Fake Arm && Blue Ectoplasm | | PDA

The Remote Ghost Gauntlet costs 32 Build Grist and 128 Tar to be alchemized. It retains the right arm facet of its first component and the gooey sprite composition of its second component but instead has the controlling technology of its third component. It has use as an extension of one’s arm and is able to lift heavy objects.

ix. Left Handed Remote Ghost Gauntlet



LEFT HANDED REMOTE GHOST GAUNTLET

 32  128

Remote Ghost Gauntlet && Mirror

Fake Arm && Blue Ectoplasm | | PDA && Mirror

The Left handed Remote Ghost Gauntlet costs 32 Build Grist and 128 Tar to be alchemized. It retains the entire functionality of its first component, while retaining the reversal of its second component. It illustrates how using && with a mirror can flip an item.

x. Hubtop



Laptop && Hub

The Hubtop costs 30 Build Grist, 100 Chalk, and 70 Caulk to be alchemized. It retains the computational facet of its first component, while retaining wi-fi and design of its second component. It serves as an upgraded computer.

xi. Hubtopband











HUBTOPBAND

 500  200

Hubtop && Headband

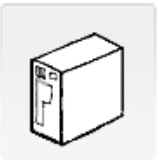
Laptop && Hub && Hairband

The Hubtopband costs 500 Marble and 200 Diamond to be alchemized. It retains the technological facet of its first component, while retaining the wearable facet of its second component. Its use as a computer is improved by being able to communicate with others through voice commands while wearing it.

xii. Cosbytop Computer











COSBYTOP COMPUTER

 30  10

Cosby Poster && Computer

The Cosbytop Computer costs 30 Build Grist and 10 Shale to be alchemized. It retains the character of its first component, while retaining the functionality of its second component. Its use as a computer is improved by being somewhat portable.

xiii. Johnnytop


&&

=


JOHNNYTOP

5,000
2,500
50
5

Johnny 5 && Lunchtop

Midnight Crew Poster && Hunting Rifle && Green Sun Bedsheets
&& Mecha | | (Iron Man Suit && Jade's Outfit) && Lunchtop

The Johnnytop costs 5,000 Build Grist; 2,500 Ruby; 50 Diamond; and five Glass to be alchemized. It retains the form of its first component, while retaining the functionality and design of its second component. Its use as a computer is reduced by it now having sentience and going about of its own volition, and it is a result of live alchemy.

xiv. Duttle



&&



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DUTTLE

 0

Charles Dutton Photo && Squiddle

The Duttle specifically costs zero Build Grist to be alchemized. It retains the form of its second component, while retaining the character implied of its first component. It is a unique plush.

xv. Huggable Soft Salamancer Plush



||



=



HUGGABLE SOFT SALAMANCER PLUSH

 10

Salamander Consort && Eldritch Plush

The Huggable Soft Salamancer Plush costs 10 Build Grist to be alchemized. It retains the character design of its first component, but instead has the plush form of its second component. It is a unique plush.

xvi. Jutting Out and Impudent Felt Plush

JUTTING OUT AND IMPUDENT FELT PLUSH

 15

Red Smuppet && Felt Poster

The Jutting Out and Impudent Felt Plush costs 15 Build Grist to be alchemized. It retains the form of its first component, while retaining the character implied of its second component. It is a unique plush.

xvii. Foam Mutant Smuppet Encased in Amber

FOAM MUTANT SMUPPET ENCASED IN AMBER

 33  11

Dead Things in Amber && Red Smuppet

The Foam Mutant Smuppet Encased in Amber costs 33 Build Grist and 11 Amber to be alchemized. It retains the anatomy and amber of its first component, while retaining plush material of its second component. The Foam Mutant Smuppet Encased in Amber, along with the Amber Mutant Smuppet Abomination, illustrate the differences between Bitwise AND Operations and Bitwise OR Operations, and it is a unique plush.

xviii. Amber Mutant Smuppet Abomination



AMBER MUTANT SMUPPET ABOMINATION

 11  33

Dead Things in Amber | | Red Smuppet

The Amber Mutant Smuppet Abomination costs 11 Build Grist and 33 Amber to be alchemized. It retains the amber and anatomy of its first component, but instead has the plush form of its second component. The Amber Mutant Smuppet Abomination, along with the Foam Mutant Smuppet Encased in Amber, illustrate the differences between Bitwise AND Operations and Bitwise OR Operations, and it is a unique plush.

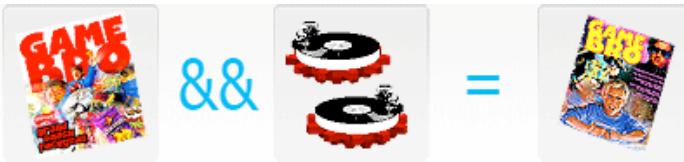
xix. Foam Fetal Mr. T in a Jar

FOAM FETAL MR. T IN A JAR

25 1

Dead Fetus in a Jar && Mr. T Puppet

The Foam Fetal Mr. T in a Jar costs 25 Build Grist and one Rust to be alchemized. It retains the form of its first component, while retaining the character implied of its second component. It is a unique but disturbing plush.

xx. Vintage GameBro

VINTAGE GAMEBRO

5

GameBro Magazine && Timetables

The Vintage GameBro costs five Build Grist to be alchemized. It retains the form of its first component, while having its timeframe

reversed from its second component. It is an original issue of the magazine.

xxi. Unreal Air



&&



=



UNREAL AIR

 0

Skateboard && H*Ila Jeff Drawing

Unreal Air specifically costs zero Build Grist to be alchemized. It has the terrible artistic quality of its second component while retaining the skateboard facet of its first component. It continues to function as a skateboard, but it ignores gravity and only goes up.

xxii. Captcharoid Camera



&&



=



CAPTCHAROID CAMERA

 5,000  500  500  500  500  500

Camera & Captchalogue Card

The Captcharoid Camera costs 5,000 Build Grist; 500 Mercury; 500 Gold; 500 Marble; 500 Shale; and 500 Caulk to be alchemized. It retains the form of its first component, while retaining functions reminiscent of its second component. It can create a captchalogued ghost image of any object, enabling a player to snag codes for items they can't normally get.

xxiii. Dave's Brain in a Jar


&&

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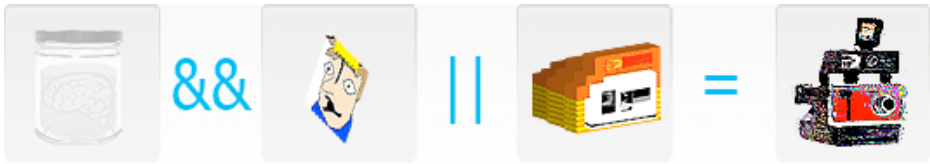

DAVE'S BRAIN IN A JAR

? 1,000,000,000

Dead Fetus in a Jar & Dave

Dave's Brain in a Jar likely costs 1,000,000,000 Rainbow Gems to be alchemized. It retains the glass jar of its first component, while retaining the brain of its second component. It would normally be difficult to captchalogue a human, but he got around that by using the Captcharoid Camera. Since this alchemy would duplicate a Sburb player, it is extremely expensive.

xxiv. SBAHJifier



SBAHJIFIER

 -1,000

Dave's Brain in a Jar && H*lla Jeff Drawing || Captcharoid
Camera

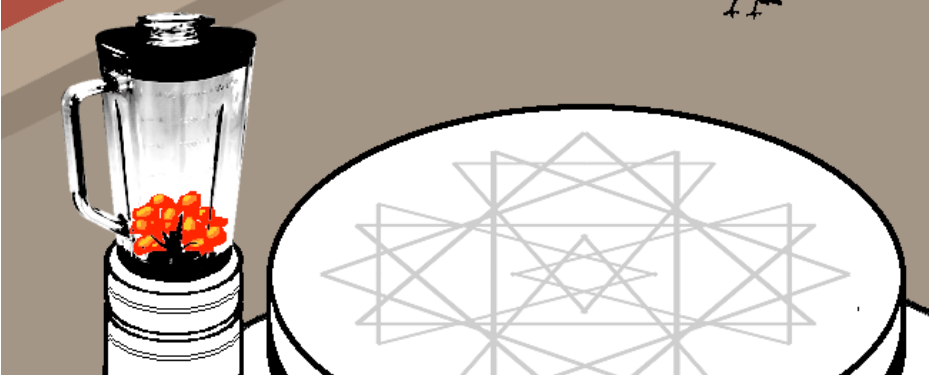
Dead Fetus in a Jar && Dave && H*lla Jeff Drawing || (Camera
&& Captchatalogue Card)

The SBAHJifier costs -1,000 Artifact to be alchemized, meaning that it results in gaining 1,000 Artifact Grist. It retains the creativity inherent within the first component and the terrible artistic quality of the second component but instead has the form of its third component. Whenever it takes a photo of something, it produces a Sweet Bro and H*lla Jeff comic based on the situation concerning the object in the photo.

7. Alchemiter Upgrades

The device that enables alchemy, the Alchemiter, can itself be upgraded when a Captchatalogue Card punched with a code is inserted into a Punch Card Shunt on a Jumper Block Extension in an Alchemiter. In doing so, players can upgrade their Alchemiter via that code in this specialized form of alchemy to change their workflow, potentially making it more efficient, more useless, or more interesting. The combinations are endless, but there are only a few known examples.

i. Blending Alchemiter



Alchemiter + Blender

When the Alchemiter is given the Blender Upgrade, a blender is added to its pedestal, giving it the ability to blend Cruxite Totems into small pieces. Unfortunately, the pedestal is no longer able to be used for alchemy, making this upgrade not very useful.

ii. Blending GameBromiter

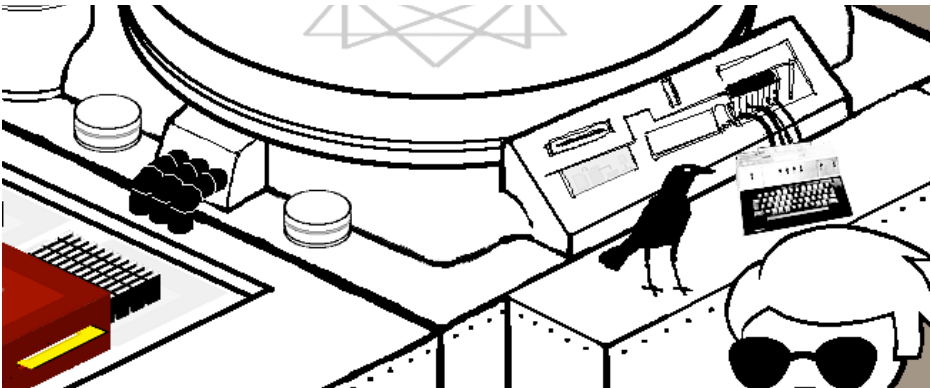


Alchemiter + Blender + GameBro

When the Blending Alchemiter is given the GameBro Upgrade, a bust of an awesome bro is added to its pad, giving it the ability to look totally awesome. Unfortunately, the pad is no longer able to be used for alchemy, making this upgrade not very useful.

If only the GameBro Upgrade is applied to the Alchemiter, it would still be unable to be used for alchemy, even if the pedestal still worked.

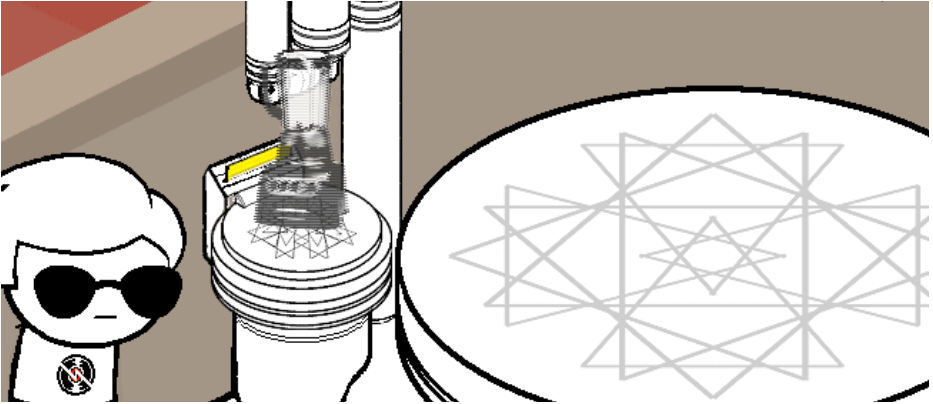
iii. Designix Alchemiter



Alchemiter + Punch Designix

When the Alchemiter is given the Punch Designix Upgrade, a Punch Designix is added to a side adjacent to the Jumper Block Extension, giving it the ability to function as a Punch Designix in addition to an Alchemiter. This consolidates the machines needed for alchemy.

iv. Designix Holomiter

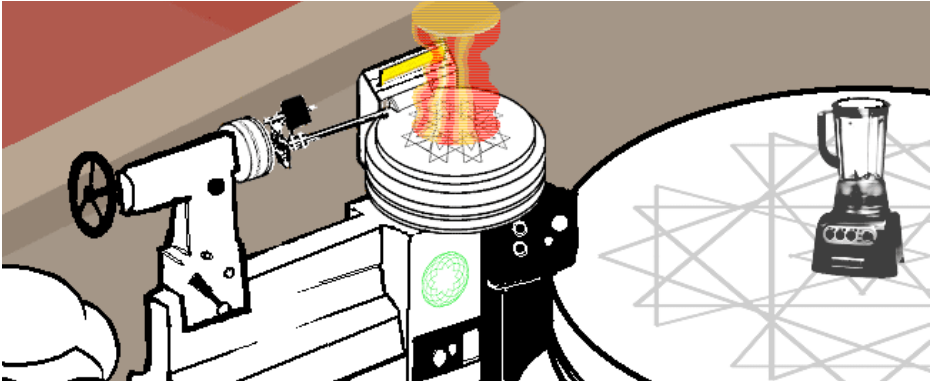


Alchemiter + Punch Designix + Holopad

When the Designix Alchemiter is given the Holopad Upgrade, a Holopad is added to the pedestal, giving it the ability to function as a Holopad in addition to a Punch Designix. This consolidates the machines needed for alchemy. Unfortunately, the pedestal is no longer able to be used for alchemy, making this upgrade essentially turn the machine into a dual Punch Designix and Holopad.

If only the Holopad Upgrade is applied to the Alchemiter, it would still be unable to be used for alchemy, essentially turning the machine into a bigger Holopad.

v. One-Stop Alchemiter

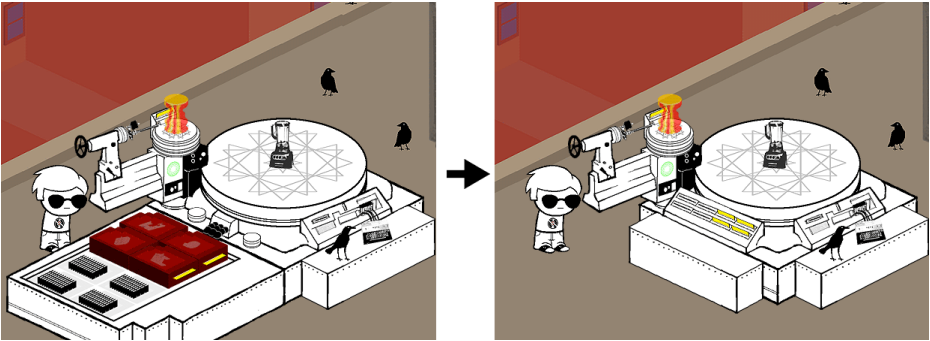


Alchemiter + Punch Designix + Holopad + Totem Lathe

When the Designix Holomiter is given the Totem Lathe Upgrade, a Totem Lathe is added to the lower pedestal, giving it the ability to function as a Totem Lathe in addition to an Alchemiter, Punch Designix, and Holopad. This greatly consolidates the machines needed for alchemy. The Holopad projects a hologram of the Cruxite Totem that a Punched Card would create. The player need only use the Punch Designix on the side, put the resulting Punched Card into the Holopad, and then activate the Totem Lathe. Then the Alchemiter makes the item.

If only the Totem Lathe Upgrade is applied to the Alchemiter, it would work similarly, just without the integrated Punch Designix and Holopad.

vi. All-in-One Alchemiter

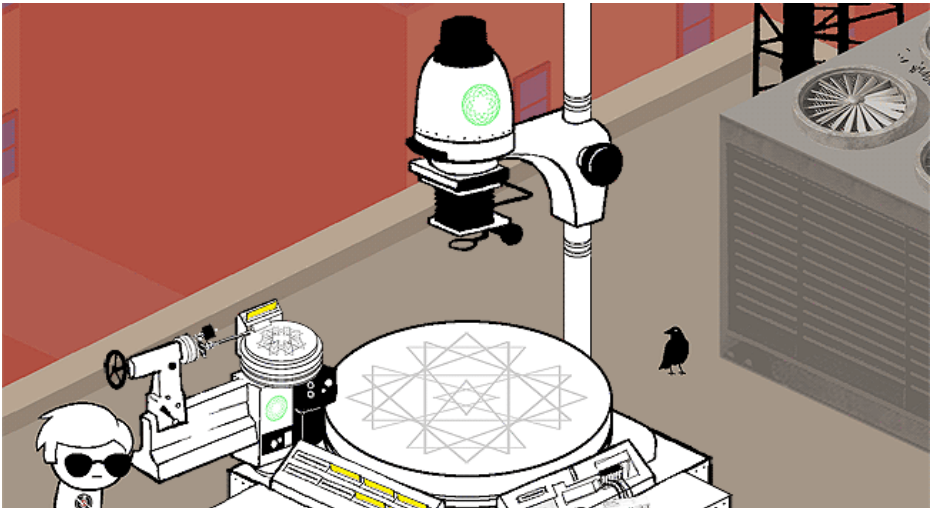


Alchemiter + Punch Designix + Holopad + Totem Lathe + Jumper Block Extension

When the One-Stop Alchemiter is given the Jumper Block Extension Upgrade, the Jumper Block Extension is upgraded, condensing it into the side of the machine, while retaining the ability to function as an Alchemiter, Punch Designix, Totem Lathe, and Holopad. This further consolidates the machine. It works similarly to the One-Stop Alchemiter, but Punch Card Shunts are no longer necessary, and Punched Cards can be inserted directly into the side for upgrading.

If only the Jumper Block Extension Upgrade is applied to the Alchemiter, it would work similarly, just without the integrated Punch Designix, Totem Lathe, and Holopad.

vii. All-in-One Scalable Alchemiter



Alchemiter + Punch Designix + Holopad + Totem Lathe + Jumper Block Extension + Enlarger

When the All-in-One Alchemiter is given the Enlarger Upgrade, the pad is upgraded, giving it the ability to scale any potentially alchemized item up or down in size, with a corresponding increase or decrease in Grist cost, while retaining the ability to function as an Alchemiter, Punch Designix, Totem Lathe, and Holopad, with the built-in Jumper Block Extension. The enlarger essentially treats alchemy like a photography set.

If only the Enlarger Upgrade is applied to the Alchemiter, it would work similarly, just without the integrated Punch Designix, Totem Lathe, Holopad, and Jumper Block Extension.

VIII. Main Quest

Sburb is a complex game that varies for every Session. However, in any Viable Session in Sburb, there is a complex questline that is necessary for the game to be completed properly and successfully result in the propagation of a Universe. Since the game of Sburb takes place within Paradox Space, paradoxes are common, with Skaia and Paradox Space itself caring nothing for chronology.

For more information on Viable Sessions and other types of Sessions, see “Section XII.A.1. Types of Sessions”.

A. Getting the Discs



The game of Sburb is seeded within a Universe to prepare it for reproduction. The code for the game can be found encoded in the glyphs on the Frog Temple. The Frog Temple originates in

the Session created by a Viable Session. It is sent through a Skaian Defense Gate and is transported within the Universe. It appears as a meteor that crash lands on a planet that Skaia chooses to play the game. This is also when the First Guardian arrives on the planet, who will watch over it for millions of years.

Intelligent life eventually evolves on the planet, which is now their Homeworld. At some point, a few more meteors begin falling through Skaian Defense Gates to the Homeworld, carrying the infantile Paradox Clones of any players that will successfully create their own existence when playing the game in the future. These Paradox Clones always survive the impact and are raised by their Guardians.

Eventually, archeologists or explorers of the intelligent species discover the Frog Temple and the glyphs upon them. Upon deciphering the glyphs, they discover the Sburb code. Sometimes the discoverers distribute this code as a video game to be sold, but sometimes the discoverers launch the code amongst just each other. If the code is distributed, that gives the species considerably more chances at playing Sburb and considerably more alternate Sessions.



Usually, the code is encoded onto discs of two types, where one is the client disc and the other is the server disc. Both discs are required by at least two players to play Sburb, as Sburb is intended to be a cooperative game. However, discs are not necessary, just the program contained on them. Therefore, sufficiently advanced programmers or hackers can play Sburb with just the files.

When a player loads the client disc, they require a partner, another player, to load the server disc. Eventually that player will need to do the same with another player, until eventually the last player loads the client disc, while the first player is their server player. This creates a client-server daisy-chain. A different Session exists for each client-server daisy-chain, and each Session comes into existence when one of those who will be the players of the games first has their Dream Self awakened. Typically one Dream Self awakes before any player enters the game.

For more information on the awakening of Dream Selves, see “Section X.D.3. Awakening”. For more information on the Frog Temple, see “Section XII.D.3.vi. Frog Temple”.

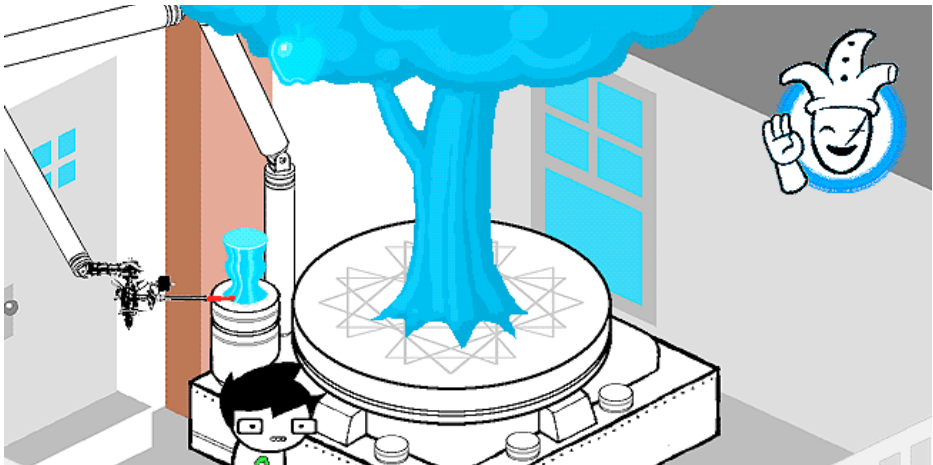
B. Entering the Game



The true beginning of the game of Sburb occurs when the first client player starts the game with their server player. This coincides with roughly the time that meteors begin falling through Skaian Defense Gates to the Homeworld. Any player of Sburb

has in-game stats that level up via the Echeladder. The server player guides the client player and deploys objects from the Phernalia Registry in the client player's home. The Phernalia that need to be deployed prior to entering the Session have no cost in Grist. The first Phernalia that should be deployed is the Cruxtruder. A player needs to open the seal by applying a lot of force to it, usually by dropping something heavy on it.

Once the seal on the Cruxtruder is broken, a Cruxite Dowel and Kernelsprite emerges, and the Cruxtruder then displays a countdown timer until a meteor hits the client player's home or the home is otherwise put in mortal danger. The players are then made aware of how little time they have left. The client player should have the Kernelsprite come into contact with something and become prototyped if they wish to have a Viable Session.



Meanwhile, the server player must deploy the Pre-Punched Card, Totem Lathe, and Alchemiter for the client player to use. The client player inserts the Pre-Punched Card and the Cruxite Dowel into the Totem Lathe, which transfers the punched code on the card onto the Cruxite Dowel, carving it and turning it into a Cruxite Totem. The client player then sets the Cruxite Totem on the Alchemiter's pedestal, and the Alchemiter scans it and

alchemizes a Cruxite Artifact, which transports the client player, their home, and the ground beneath it into the Session. The first player has successfully left their Homeworld and entered the game Session.

However, only the first player has entered the Session. By this time, more meteors are likely crashing on the Homeworld relatively frequently, and the remaining players must enter the Session as well, starting with the player who is the server player to the first player. The second player must load the client disc and become a client player. They'll then need another server player as they go through the same ordeal that the first client player had to do.

When the second player prototypes their Sprite and alchemizes their Cruxite Artifact, they then enter the Session as well. The third player must then load the client disc and become a client player, and of course they'll need a server player. This continues until all players enter the game. When the last player loads their client disc, they must contact the first player who is already in the game to complete the chain by becoming their server player. This client-server daisy-chain can consist of as little as just two players and up to a considerable number of players, although the ideal number of players seems to be four.

For more information on controls for server players, see “Section VI.B. Server User Interface”. For more information on the needed Phernalia within the Phernalia Registry, see “Section VII.B.1. Core Devices”.

C. Building Upwards

All players that play the game of Sburb have a Lunar Sway and Mythological Role, and their Title is composed of their Class and Aspect. They'll inevitably discover their Title as they play through the game. When the first player enters the Session, the Session

fundamentally changes. One of the Player Planets appears, one relating to the first player and their Mythological Role. The first player and their house appears on their Player Planet. Even though the house is no longer connected to an electrical grid, Skaia ensures that technology stills runs properly, even without electricity or an internet connection, because such things are not in the spirit of the game.

The Player Planet literally only comes into existence upon the player entering the game. However, it comes into existence while already having had a history, complete with adult creatures and Consorts that have memories of their entire lives, despite only coming into existence recently. Then, the player's Sprite hatches, sending a kernel to spires on both Prospit and Derse. The data from the first prototyping is broadcast to throughout the Medium of the Session. This data affects the forms of the Underlings for the rest of the game, as well as the Queens' Rings and the Kings' Scepters. The rulers of Prospit and Derse will also command their subordinates to alter their dress and style to match according to the prototyping.

In addition, the Battlefield within Skaia ends its stalemate by becoming more complex. After entering the Session, the player can prototype their Sprite an additional time,

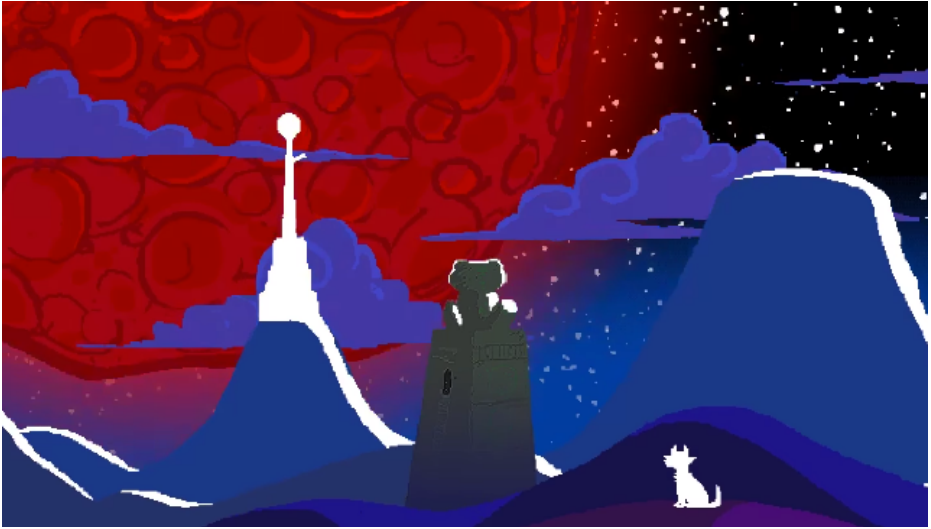


although it won't affect the Underlings nor the Carapacians. It is intended that the Sprite's second prototyping be with a somewhat sentient entity to allow the Sprite to be a guide for the player. This goes for every player, but the first player to enter the Session has a head start on the other players.

Underlings tend to notice when a player has entered the Session, and they begin to head towards the player's house, starting with weak ones few in number. Each client-server pair gets an amount of starting Build Grist. The client player should attempt to survive the Underlings by using alchemy to enhance their survival skills. The server player should help the client player survive by building upwards in the Server User Interface. If an Underling is defeated by the client player, the server player can use that Grist to accelerate building. However, the server player might have to juggle helping the client player and entering the game themselves as a client player.

Once significant portions of the building have been copied, extended, or built, those portions can be copied and pasted repeatedly for substantial Grist costs but minimum effort. Thanks to the lack of adherence to physics granted by Skaia, the building follows along the Seven Gates and does not teeter or crumble under its own weight. The goal for each player is to have their home built up enough so that they can reach the Seven Gates above their home and above their planet.

While the first players to enter the game grapple with building, the remaining players should be entering the game as well, until all players are within the Session. However, the meteors continue to pelt the Homeworld, and a meteor is slated for each player's home. The last player who enters the Session also tends to have the largest meteor. By the time that all players are within the Session, the Homeworld they left behind is in ruins from the onslaught of meteors, usually with all others of their species that were left behind now extinct. The First Guardian does its best to ensure players enter the game, and it watches over them.

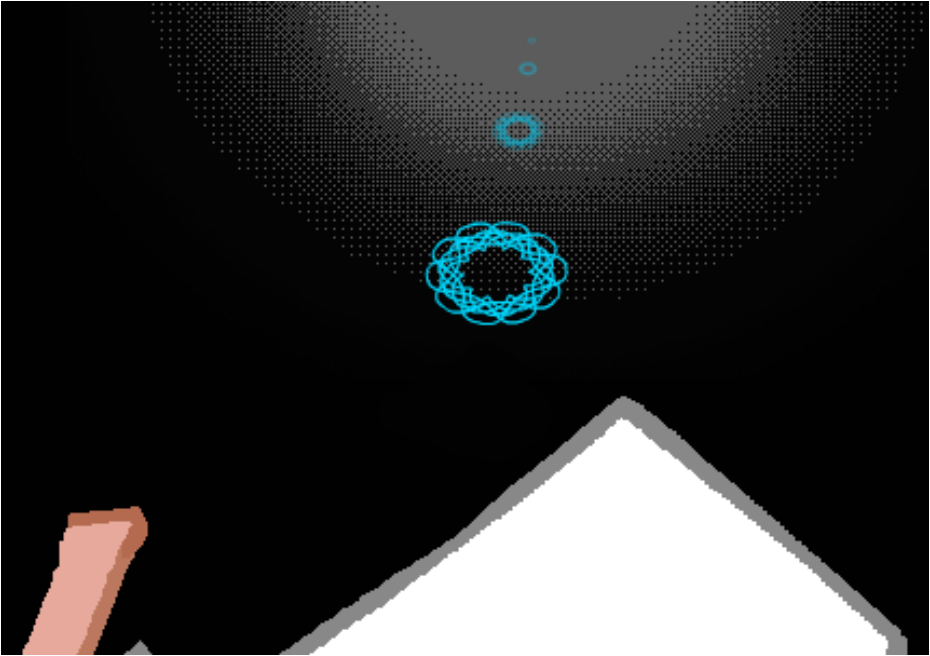


For more information on how prototyping affects the Medium, see “Section IX.A.3. Effects on the Medium”. For more information on Player Planets, see “Section XII.C. Player Planets”.

D. Rounding the Gates

When players get the hang of building and Strife, their Sprite should give them a Pendant that can call them to their aide. Each player’s Sprite should also inform them, albeit in a cryptic or mysterious way, that the main questline of the game of Sburb involves each player going through the Seven Gates in correct order along a complex but linear path, while using alchemy to survive against Underlings and taking breaks to build their teammates’ homes upwards. The upward building and the Underlings serve as challenges or impediments on their journeys through the Gates. Above each home is a set of Seven Gates, and all players must pass through them in some way. There are additional Gates near the surface of the planet to encourage

exploration, as well as Return Nodes in case players become lost.



Each Gate is meant for only a single player, should all players follow the correct path of Gates, but they are not required to do so. Often players can cheat or bypass Gates, but there can be consequences to doing so. A player can end up in an area with much stronger Underlings than they can Strife, which can result in that player's death if they aren't careful. In addition, the building needs to be done regardless, even if a player does skip around the Gates, and serious injuries can occur if teammates don't build high enough to where a player's Gate outputs them.

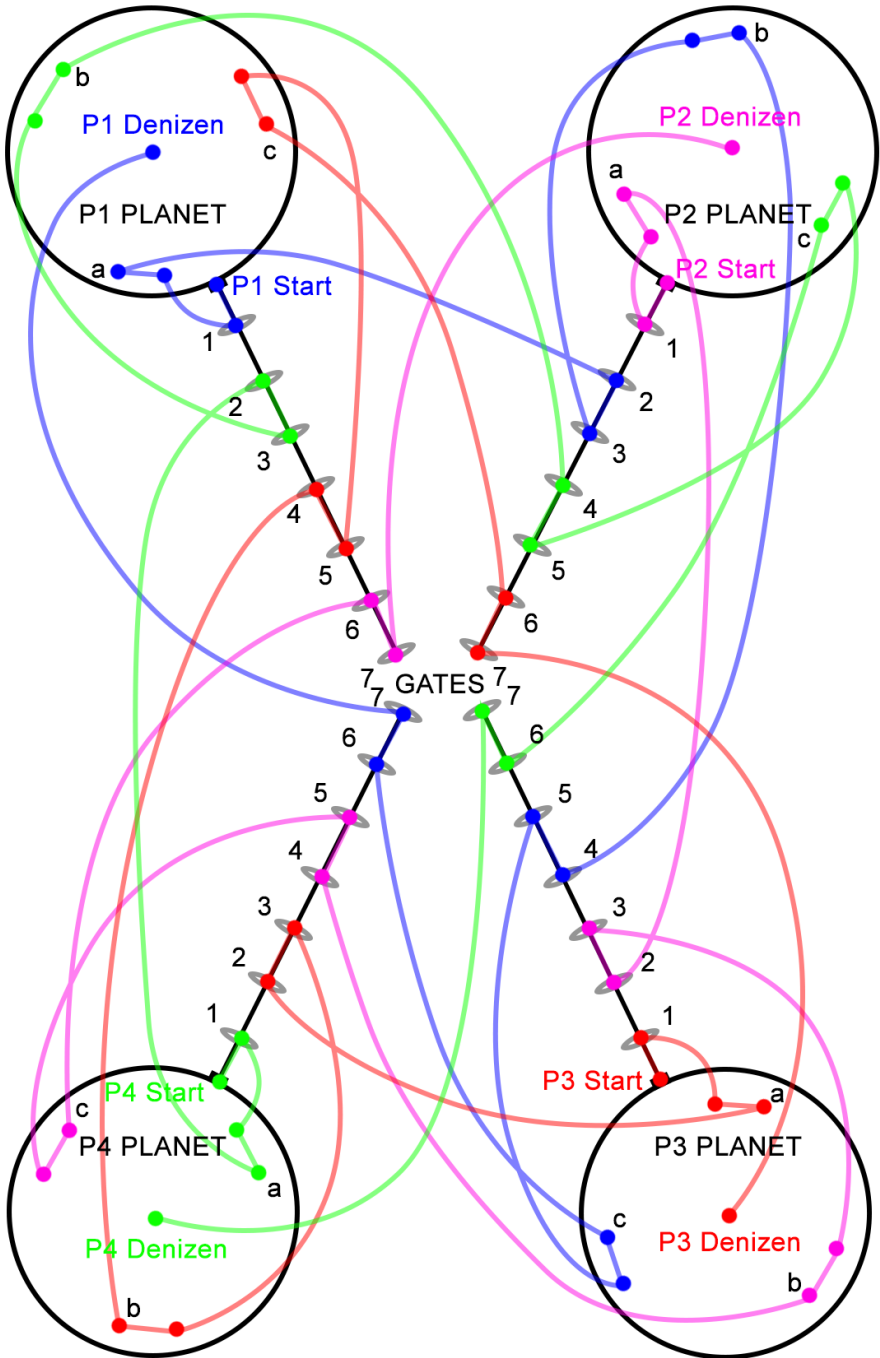
Each player's pathway through the Gates may seem complex, but they all follow a similar formula. Each player starts at their own home on their own planet. Their server player must build upwards so that they can reach their First Gate, which takes the player to a location close-by on the surface of their planet. They

must then explore their planet until they find a Gate on their planet, which takes the player to the Second Gate of their server player's planet. Once that home is built upwards enough, they can then reach the server player's Third Gate, which takes the player to a location on the surface of their server player's planet.

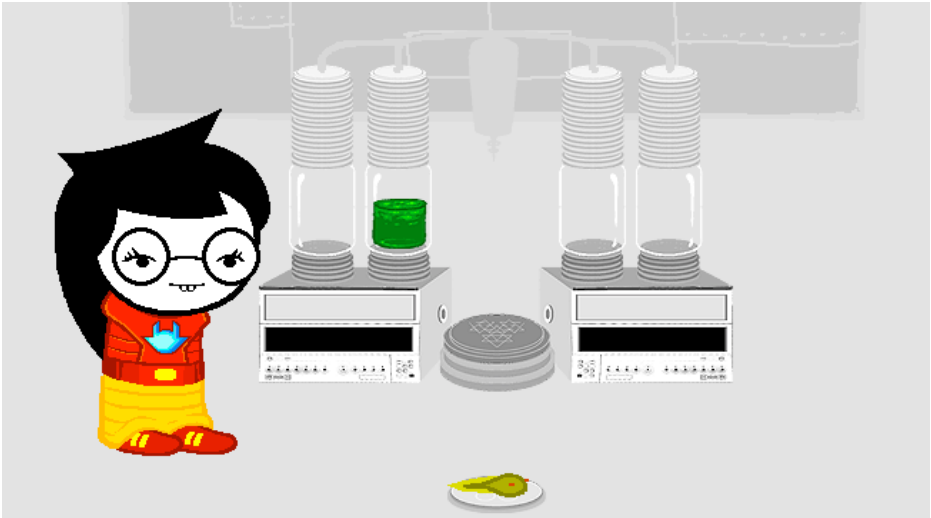
The cycle repeats to a degree. The player explores and finds the next Gate, which takes them to Fourth Gate of their server player's server player's planet. The player keeps steadily alternating between exploring the Session's planets and ascending higher on their teammates' towering homes. If there's more than three players, each player can reach their Seventh Gate without needing to visit every planet. If there's only two players, each player may have to visit each other's planet multiple times. The cycle ends whenever a player reaches a Seventh Gate, and when the player does so, it will have been the Seventh Gate they've entered from their perspective, assuming they've been following the correct path.

Going through all of the Gates requires building to a certain height, and it is best if all players build in sync with each other. Players should communicate with each other and coordinate building times. The entire ordeal is lengthy, so many players work on other tasks, such as Fulfilling Causality or Personal Quests, before returning to complete Rounding the Gates. In addition, most players' Dream Selves awaken by around this time, so whenever a player sleeps, they are likely to wake as their Dream Self. When a player eventually goes through their Seventh Gate, they are taken to the palace of the Denizen that resides deep within their planet.

For more information on combat, see "Section X.A. Strife". For more information on Gates, see "Section XII.B.2. Gates". To help illustrate what the pathway through the Gates looks like, below is an illustration that shows what it would look like if each player in a 4-player Session followed the Gates exactly as they should.



E. Personal Quests



While players are going through the Gates and exploring their planets, they can meet the Consorts that live there and learn the circumstances of their planet. In doing so, each player can discover that they have a Personal Quest that involves their planet, their Consorts, and their Denizen. Most Personal Quests tend to be unique and tailored specifically for each player, their Mythological Role, and their circumstances, and each Personal Quest is dictated by the Denizen. The Personal Quests are somewhat optional and not entirely necessary for completing Sburb, but players must still speak with their Denizen to complete the game. The Personal Quests are helpful, however, as they are customized to facilitate the growth of the players and help them realize their abilities.

While Personal Quests vary from player to player, there are additional tasks that each Space or Time player must perform, and these tasks may or may not be related to the Personal Quest as dictated by their Denizen. Should the players fail the game, the Time player has access to a reset switch on their planet in

the form of a Scratch Construct, which is capable of performing The Scratch. On the other hand, to win the game, the Space player must engage in Frog Breeding, and they must breed the perfect frog. They do this using machines from the Phernalia Registry, as well as the frogs that always litter the Space player's planet.

Prior to coming into existence in a Viable Session, each Denizen on each Player Planet is said to have done something to adversely affect it, often upsetting the Consorts. The Denizens then supposedly went to sleep, and they remain asleep for the duration of Sburb, until a player wakes them up. Each player can only converse with their own Denizen, and once a player has gone through their Seventh Gate, they are taken to the Denizen's palace on their planet. The player ventures inside it, going deep underground. Once the player navigates towards the central chamber, they can face their Denizen who awoke at the player's approach. The Denizen then offers the player The Choice.



For more information on Consorts, see “Section XII.C.3. Consorts”. For more information on Frog Breeding and The Scratch, see “Section XII.C.4. Side Quests”.

F. The Choice

When a player approaches their Denizen, they are offered The Choice. The Choice varies based on the player, the planet, the Denizen, and the circumstance. In addition, Denizens are capable of sensing what timeline in which they reside, and this affects The Choice as well, for Denizens are known to make different offers to those in doomed timelines. The Choice tends to involve players facing mortality and being asked to do impossible tasks. Players can at any time attempt to choose not to do the Personal Quests by just slaying their Denizens. However, choosing to kill a Denizen would in itself be part of that player’s Choice. In such instances, players are choosing to rely on their power to get what they want immediately instead of seeking their Denizen’s wisdom.



Anytime The Choice is presented to a player, two options are given, and both are intended to seem viable. The Choice can only be evaluated and made by each player with their own Denizen, and The Choice is up to their judgement. Sometimes, The Choice may be between choosing to agree to do something that is impossible or choosing to slay the Denizen. Sometimes, The Choice may be deciding the fate of others' lives and who will die. No matter The Choice, usually the decision is the easy part, and following through on the decisions is the difficult remainder of that player's Personal Quest. In essence, each player's Personal Quest is figuring out how to accomplish The Choice.

The Denizens are the hardest bosses in Sburb, aside from potentially heavily prototyped Carapacians, so players should think carefully about their skills in Strife before approaching a Denizen. Once a player approaches a Denizen, they may be forced to make a decision in The Choice presented to them before they can leave, depending on The Choice in question. Choosing not to choose could result in the Denizen attacking the player, which means essentially that choosing not to choose is also in itself a decision.

Denizens, however, have been known to be somewhat lenient with players that need time to contemplate the decision and not attack them immediately. This is not always the case. Also, some options when making The Choice can result in fixing the adverse effect the Denizen had on their planet and the Consorts. If The Choice is resolved without the player or the Denizen dying, the Underlings on that planet will no longer be hostile to the players. If a player can somehow speak with an alternate timeline or Session version of their Denizen, that Denizen can essentially substitute and still give that player The Choice.

Space players have an additional task that is related to their secondary task of Frog Breeding. Each Space player has a Forge on their planet, near their home. To successfully complete

the Session, the Space player needs to stoke the Forge, and that can only be done by killing the Denizen or doing it with their permission. Thus, Space players must face The Choice to stoke the Forge.

Since The Choice can come in many forms, what follows is a list of known examples of players who were given The Choice.

- In one doomed timeline, the Heir of Breath skipped to the Seventh Gate and received The Choice from his Denizen, Typheus, earlier than he would've otherwise. The Choice for him was to either live out the rest of his life in this doomed timeline or to let Typheus kill him, which would spurn the Knight of Time to return to the alpha timeline and save an alternate version of them all. He chose the second option and sacrificed himself.
- In one alpha timeline, the Heir of Breath visited his Denizen, Typheus, and received The Choice, in the hopes of learning to control his new Retcon powers. The Choice for him was to either agree to remove the oil or to be killed in a flood of oil. Either way, oil flooded the room, and he chose the first option, using his combined Retcon and Breath powers to remove all of the oil and pollution, thereby mastering his powers and saving the planet.
- In one retconned timeline, the Heir of Breath visited his Denizen, Typheus, and received The Choice. The Choice for him was to either choose to live and in so doing jeopardize all of existence through his future actions or to let Typheus blow up the entire planet and everyone on it to make way for an alternate version of them all that was more prepared for the battles ahead. He chose the second option and sacrificed himself.
- In one alpha timeline, the Seer of Light was told she could eventually receive The Choice from her Denizen, Cetus. The Choice for her was to either agree to use her Light powers to play the rain and restore aquatic life to the

planet or to combat Cetus. She died before making The Choice.

- In one alpha timeline, the Thief of Light visited her Denizen, Cetus, and received The Choice. The Choice was to either slay Cetus to win the game or to... well, she didn't bother to listen. She chose the first option and killed her Denizen.
- In one doomed timeline, the Knight of Time visited his Denizen, Hephaestus, and received The Choice, in the hopes of repairing the legendary sword Caledfwlch. The Choice for him was to either agree to light the Forge, which never existed in this timeline but was necessary to fix the sword, or to combat Hephaestus. He chose the first option and went back in time to ensure the Forge came to exist.
- In one alpha timeline, the Knight of Time returned to his Denizen, Hephaestus, and received The Choice, unfortunately having to do The Choice again after resetting the timeline. The Choice for him was to either allow Hephaestus to reforge the Broken Caledfwlch into the Royal Deringer or to allow Hephaestus to forge an incredibly, powerful weapon. He chose the first option and acquired the Royal Deringer.
- In one alpha timeline, the Witch of Space visited her Denizen, Echidna, and received The Choice, in the hopes of passing a stumbling block in her Frog Breeding. The Choice for her was to either agree save the Sessions' planets from The Scratch and in return Echidna would stoke the Forge or to allow The Scratch to reset the Session and give other players the chance to succeed where they failed. She chose the first option, used her Space powers to escape the Incipisphere, and was given the final frog needed to be bred.
- In one alpha timeline, the Sylph of Space visited her Denizen, Echidna, and received The Choice. The Choice for her was to do some seemingly impossible task or to

combat Echidna. She chose the second option and killed Echidna, because she couldn't fathom the first option.

- In one alpha timeline, The Sylph of Space revisited another version of her Denizen, Echidna, and received The Choice once more, in the hopes of acquiring the perfect frog that had fallen into her lair. The Choice for her was to agree that the Knight of Blood would survive the nearing onslaught that threatened the entire Session in exchange for the frog or to combat Echidna and take the frog by force. She chose the first option, secluded the Knight away from the battle, and acquired the perfect frog.
- In one retconned timeline, the Muse of Space faced her Denizen, Echidna, and received The Choice. The Choice for her was to either take the path of the Conqueror by conquering the Session and so gaining true immortality and power or to take the path of the Martyr by sacrificing her life to one day stop a great evil. She chose the second option, sacrificed herself, caused the Green Sun to be destroyed, and helped bring an end to Lord English's reign.
- In one formerly alpha but now doomed timeline, the Rogue of Void visited her Denizen, Nix, and received The Choice, in the hopes of knowing what to do in her hopeless situation. The Choice for her was to either agree to allow the Heir of Breath to retcon the timeline and give another version of herself the chance to succeed or to join the Heir of Breath but in so doing take her alternate self's place to be mourned amongst her loved ones. She chose the second option and joined the Heir of Breath so he wouldn't make the journey alone, at the cost of her alternate self's life.
- In one formerly alpha but now doomed timeline, The Lord of Time faced his Denizen, Yaldaboath, and received The Choice. The Choice for him was to either take the path of the Conqueror by conquering the Session and so gaining true immortality and power or to take the path of the

Martyr by sacrificing his life to one day stop a great evil. He chose the first option, conquered the Session, killed Yaldaboath, and became an immortal demon known as Lord English.

Fulfilling the terms of The Choice constitutes the remainder of each player's Personal Quest. If the player agreed to do something that didn't involve dying, they may need to return to the Denizen once the deal has been honored. Their Denizen always upholds their end of the deal. Whatever the outcome of the choice, the Denizen then either gives the player access to their Grist Hoard, or the player takes the Grist Hoard by force after slaying the Denizen. Accessing the Grist Hoard is necessary to get enough Grist to complete the game.

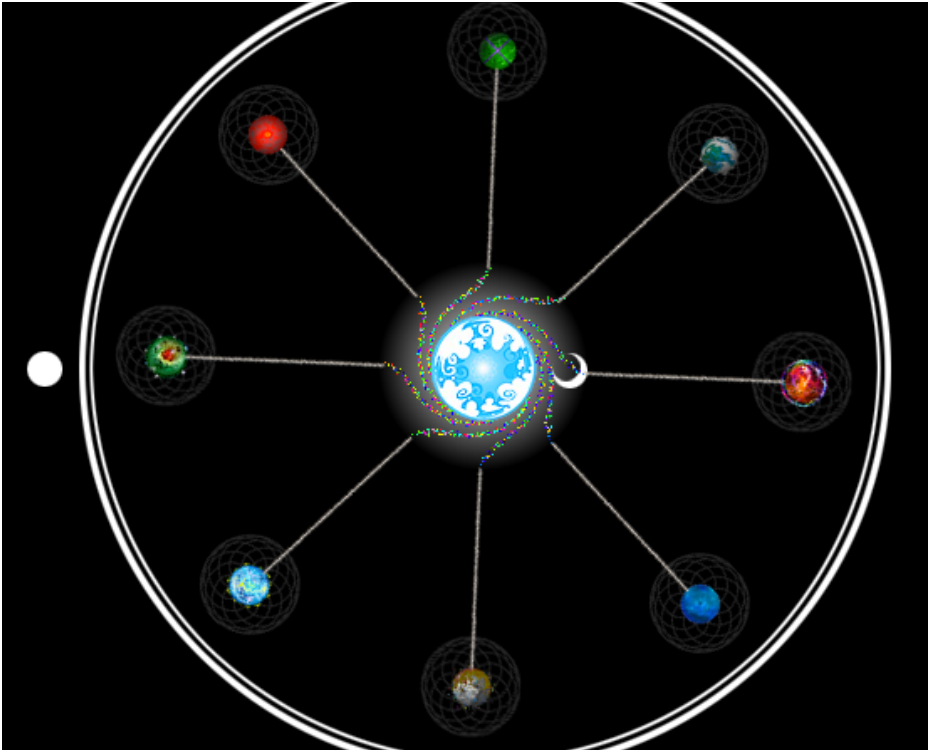
For more information on the Denizens, see "Section XII.C.6. Denizens". For more information on timelines, see "Section XIII.C. Timelines".

G. The Ultimate Alchemy

Once the Grist Hoards for each player have been acquired, they can begin to setup the Ultimate Alchemy. To do so, the players must also finish building upwards, towards the Seventh Gate of each planet. Once that is done, they can deploy the Cascader within each home tower. Then, they can deploy the Grist Rig onto the top of each home tower. Once all of this has been done to all homes, the Ultimate Alchemy process begins on its own.

All of the home towers begin to glow as the Pernalia do their work. All Grist owned by all of the players is deposited within their homes should they choose to do so, and the Pernalia shoot that Grist, along with all of the Grist Hoards acquired from the Denizens, along the home towers, spewing all of the Grist out of the Grist Rigs at the top. The Grist falls into Skaia, transforming it and preparing it for the arrival of the perfect frog so that it can

become the Genesis Frog. The war continues to wage on the Battlefield, but now giant lily pads can be seen floating as Skaia gradually transforms from its cloud-like state to a pond-like one.

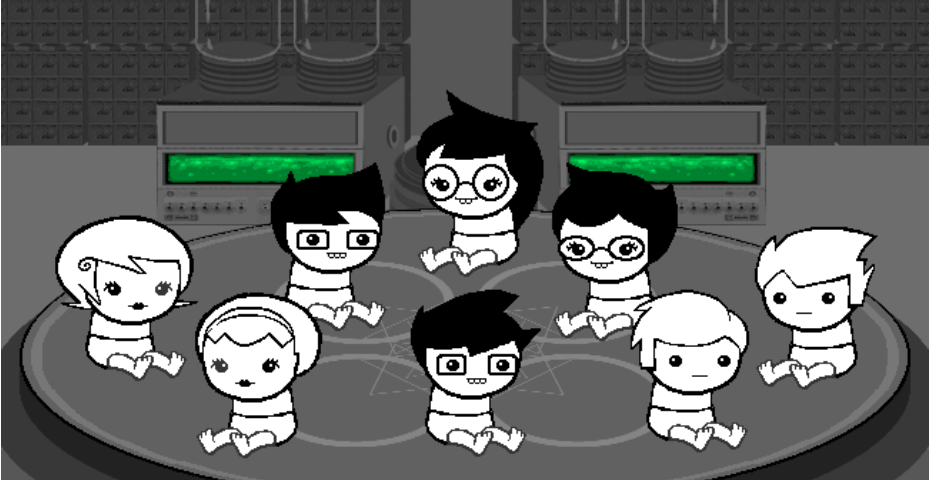


For more information on alchemy, see “Section VII.A. Guide to Alchemy”.

H. Fulfilling Causality

By the time that The Reckoning occurs in the Session, there are additional tasks that need to be done. Therefore, players should get a head start on doing such tasks so that they are not overwhelmed as the game nears its end. Several timers can be found in the labs on the meteors in the Veil that inform players

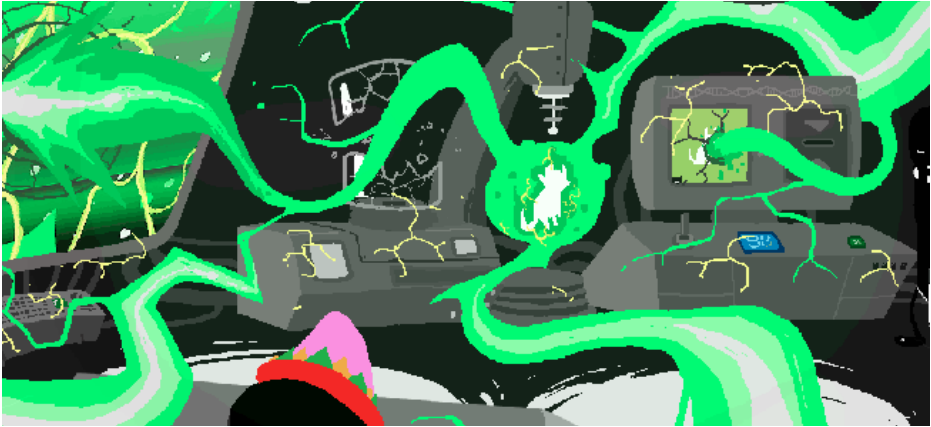
how long they have until The Reckoning occurs. These tasks can be lumped together as Fulfilling Causality, and players tend to only be able to do these tasks around the time that they have finished passing through the Gates, as most of these tasks involve the Veil, requiring that players have the ability of flight or some other means of transportation by now through whatever means.



One task is creating Paradox Clones. Not every Session has Paradox Clones, but every Viable Session does. At some point, one player must venture into the Veil and find the Ectobiology Labs. They must interact with the machines there and sample Paradox Slime from each Ancestor of each player. They mix them together and create their own infant selves, their Paradox Clones, which will reside in the lab until The Reckoning occurs.

One task is creating the First Guardian. Imprinted deep within the subconscious of Paradox Clone Sburb players is the genetic sequence of what will be their First Guardian. At some point this code becomes known to either the players or Carapacians. When the code is discovered, someone must take the code to a meteor in the Veil that contains the Frog Temple. They must use the machines to input the code, and they also must use the

machines to sample Paradox Slime of the entities that compose the First Guardian. This determines what form the First Guardian will have already taken, and the First Guardian is born within the Frog Temple, where it stays until The Reckoning.

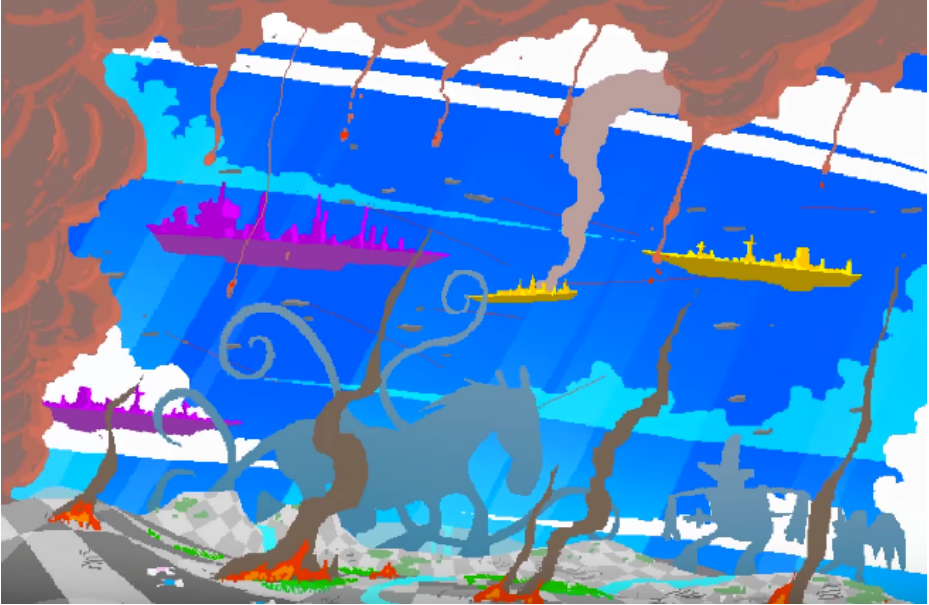


By this point in the game, with all players in the Session, the Battlefield has reached its final form, the Ultimate Alchemy has been performed, and by now the war between the Armies of Light and Darkness is very heated. Carapacians that have given up the will to fight can choose to flee through Skaian Defense Gates or hide amongst the meteors in the Veil. These Carapacians have the potential to become Exiles. In addition, the Frog Temple contains the Lotus Time Capsule, which is capable of sending people or items into the future. However, since the Lotus Time Capsule is always sent backwards in time, it enables people or items to travel to the distant past of the Homeworld, as well as the future.

Once the Reckoning occurs, the meteors will be sent towards Skaia. This includes the meteors containing the Paradox Clones, Frog Temple, First Guardian, Exiles, and the Command Stations that will be used by the Exiles.

For more information on the various meteors and machines in the Veil, see “Section XII.D.3. The Veil”.

I. Joining the War



Once players get far enough into the game, their Sprites ask to be released as they are drawn to the Battlefield. This is done to recognize growth in the players' abilities, no longer needing the Sprites, and it signals to the players that they need to find a way to the Battlefield. While this can be done before facing the Denizens, many players will already have traveled through the Seven Gates, faced their Denizens, and performed the Ultimate Alchemy by this time. The game intends that players explore their planets to discover their Quest Beds and go through Ascension into the God Tiers. If this is done, players are automatically transported to the Battlefield. If players haven't met the requirements to go God Tier, they instead must find other means of transportation to reach the Battlefield.

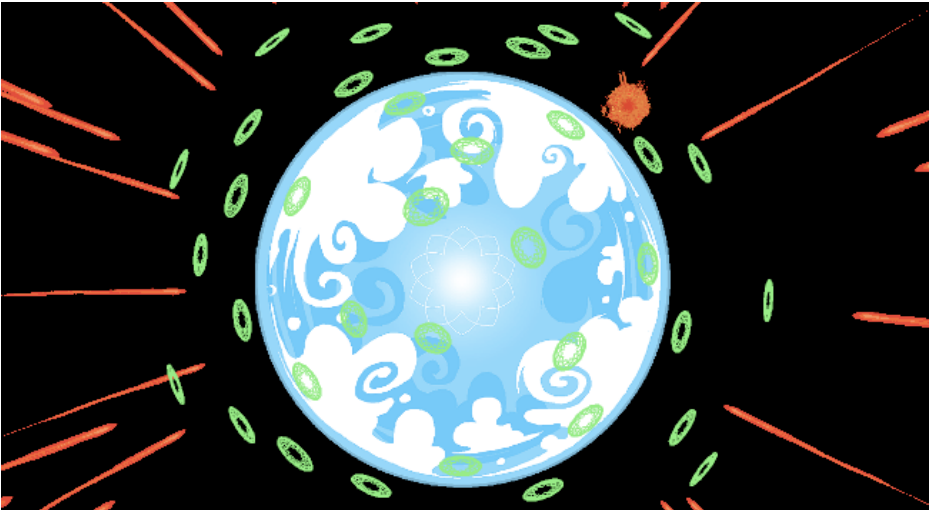
Once the players have reached the Battlefield, they become personally involved in the war between Prospit and Derse. The players' Dream Selves have probably already had a glimpse of this rivalry from the beginning, but now those Dream Selves can be a tactical advantage, assuming they're still alive. Since Prospit aims to serve the Genesis Frog while Derse aims to prevent its existence, players must help Prospit win the war to win the game. Dream Selves residing on the Prospitian Moon can assist from there, while Dream Selves residing on the Dersite Moon can sabotage the enemy from within. Of course, once players go God Tier, their increased control over their Aspect far outweighs the advantages of Dream Selves.

Players then must participate in the war on the side of Prospit. Both the Black and White Queens rule the kingdoms from home, but both the Black and White Kings fight on the Battlefield. While it is possible to arrange a peace between the armies, the Black King is a despot who would never concede defeat under most circumstances, and a peace between the armies possibly could only be done under the leadership of a fellow Carapacian. Otherwise, players must fight the Army of Darkness in a brutal war.

The armies are not equal, and Darkness always has an advantage on Light. Therefore, the players must make up for Light's disadvantage if they wish to win the game. Inevitably, Prospit loses the war without player intervention, and there is a signal for the players to know that that loss is imminent unless the players can change the tide of battle. That signal is The Reckoning.

For more information on the God Tiers, see "Section X.E. God Tiers". For more information on the threats within the Armies of Light and Darkness, see "Section XI.B. Ranks".

J. Defeating Darkness



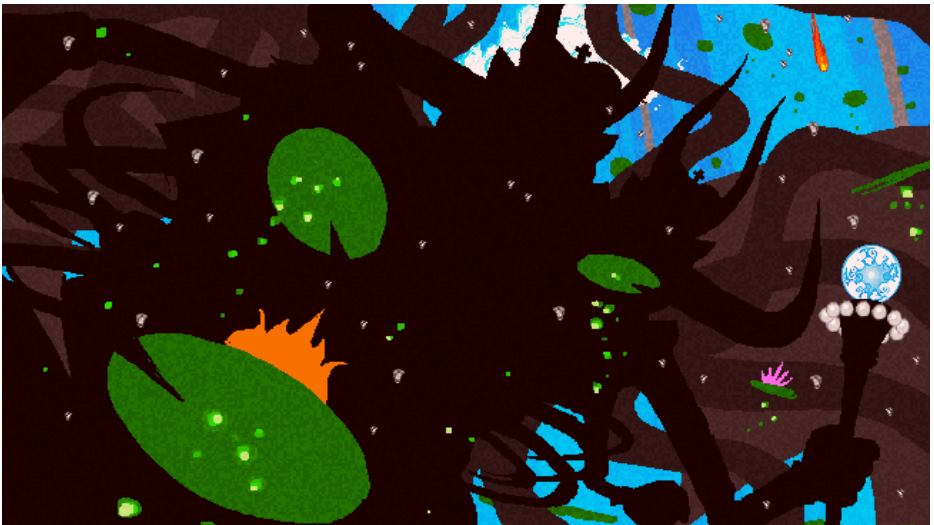
When the Black King secures victory over the White King and takes his scepter, he enacts The Reckoning. In so doing, the majority of the meteors in the Veil begin to head towards Skaia in an attempt by the Black King to use the meteors to destroy the Battlefield and Skaia to prevent the Genesis Frog from ever existing. Among these meteors are important ones for Fulfilling Causality. All Paradox Clones are transported onto separate meteors. Skaia uses its Skaian Defense Gates to deflect the meteors, and these meteors are redirected to the recent past of the Homeworld. The meteors containing the Paradox Clones, the Frog Temple, the First Guardian, and the Command Stations for the Exiles are among many that fall into these Gates.

However, as the meteors falling upon Skaia increases, Skaia doesn't have enough Gates to prevent the meteors from damaging the Battlefield. The Reckoning lasts for approximately 24 hours, at which point the Battlefield and Skaia will be completely destroyed by the meteors that managed to get past the Gates. Also, as more meteors are caught by the Gates, the Homeworld is significantly more destroyed as more meteors

crash into it, even though all civilization on the Homeworld is probably already dead.

Therefore, the Reckoning acts as a signal to the players that it is time to face the final boss of the game, and they have a time limit. The players cannot win the game without a functioning Skaia and Battlefield. The players must stop the Black King and save the Session. Any remnants of the hostile Army of Darkness assist the Black King and attempt to stop the players.

All players need to work cooperatively to defeat the Black King. The difficulty of defeating him is dependent upon what prototypings were given to the Sprites prior to entering the Session. Typical Sessions might have a moderate difficulty, with traits such as cats, dogs, swords, or inanimate objects, and this Black King would likely not be as difficult as a Denizen if all players work together. With some forethought, some Sessions might have an incredibly easy difficulty, with traits such as paper, brittle items, or arm-less figures, and this Black King would likely be defeated without much effort.



However, if some serious mistakes were made when prototyping, some Sessions might have an incredibly hard difficulty, with traits such as a First Guardian, a Sprite, a Horrorterror, or another powerful being or weapon of mass destruction, and this Black King would likely be so difficult that he would enact The Reckoning very early in the game and risk destroying the entire Session. Victory is earned by killing the Black King and / or destroying the Black King's Scepter, at which point The Reckoning ends.

For more information on the Black King, see "Section XI.B.9.ii. Black King". For more information on The Reckoning, see "Section XI.C.3.iii. The Reckoning".

K. Igniting the Forge

By this time, the Forge should have already been stoked by a Space player or a Denizen on behalf of a Space player. Once the players have defeated the Black King, the Army of Darkness should be mostly defeated. If they haven't already done so, they must acquire both Queens' Rings. If they try to take the Black Queen's Ring before the defeat of the Black King, the players likely will have needed to Strife her. However, if the rest of the Army of Darkness and the Black King is defeated, the Black Queen may surrender willingly. The White Queen is considerably more likely to surrender her Ring willingly to the players.

Unfortunately, it is quite possible that, with everything else happening, the Rings may have been lost or may be worn by someone other than the Queen. There is a significant chance the Dersite Archagent may have stolen one of the Rings. If this happens, players must hunt down these Rings until the Rings are secured.

It is not important who finds the Rings. All that matters is that the perfect frog that the Space player bred is dropped into the Forge,

and soon thereafter both Rings should be dropped into the Forge as well. Doing this in sequence lights the Forge, causing it to violently spew in a verticle eruption. The Rings are melted, but the perfect frog, which is technically still a tadpole, is able to withstand the heat and is ejected from the Forge towards Skaia. As the perfect frog flies through the Medium and through Skaia, it quickly starts growing its legs and in size. It approaches the Battlefield and swims through the air until finding a hole to bore into the Battlefield.



Once the perfect frog reaches the center of the Battlefield, it incubates momentarily before bursting out of the Battlefield as if it were an egg. Skaia undergoes the last stage of its transformation as the Genesis Frog emerges from the remains of the Battlefield and as Skaia transforms into a giant lily pond home for the Genesis Frog. There is a small Victory Platform in orbit around Skaia, and a door appears on it.

For more information on the Genesis Frog, see “Section XII.B.5. Genesis Frog”. For more information on the Forge, see “Section XII.C.4.ii. The Forge”.

L. The Ultimate Reward



Once the door appears on the Victory Platform, the players can use it to exit and finish playing the game of Sburb. In so doing, the door gives them The Ultimate Reward, which is the ability to live within the new Universe they have created, within the Genesis Frog they have birthed. The players can live as gods in the new Universe if they so choose, and if the players are in the God Tiers, Sprites, or other supernatural phenomena, living as gods can be interpreted literally.

In the new Universe, players are given a game construct in the form of an eternal star that functions as a sun that would never go out. In orbit around this sun is a duplicate Victory Platform, and it is through this door that players can enter the new Universe contained within the Genesis Frog, and they arrive in a timeframe that is relatively early in the Universe's life. This doorway serves as a permanent link between the old Session and the new Universe. The players, if they so choose, can protect the Session or the doorway to the Session as a cradle for the Universe.

Players must be careful about the vacuum of space once they leave the Victory Platform. There is no planet, however, for the players to inhabit, but after completing the game, traveling to a planet shouldn't be an issue. Alternatively, players can acquire a planet and put it within orbit around the eternal star. Players thus have the option of salvaging people or things on their ruined Homeworld and even potentially their entire Homeworld to be used as a new home in the new Universe.

There should still be some leftover meteors in the Veil with ectobiology equipment that the players can use to repopulate their new planet in the new Universe. Any Denizens that survived the game may reassert their rule on the Player Planets and their Consorts now that they're awake. Any Player Planets with dead Denizens may be left in anarchy. The same goes for Carapacian royalty. In short, the fate of many species of beings lies in the choices and the freedom of what the players choose to do now that the game has ended. Even though God Tier players will live significantly longer than non-God Tier players, all of the players will live out the rest of their lives as they see fit, until they die and become legend.



For more information on the Victory Platform, see “Section XII.B.4. Victory Platform”.

IX. Sprites

Sprites are ghostly entities that exist to serve as an enemy template in the game of Sburb and to guide players on surviving it. Each player in each Session gets a Sprite upon opening the seal on their Cruxtruder, and each one is a different color, corresponding to the player's Sign or associated color.

Sprites are corporeal, but they do have the ability to phase through walls and objects in quick movements. When they phase through walls, they might leave behind ectoplasm. Sprites are also mortal and can be killed or severely wounded. However, given enough time, severed appendages of a Sprite can regrow in a few years, as long as the Sprite isn't killed. Their blood is usually just a shade off from their main color. Hatched Sprites also have telekinetic powers called Sprite Powers. These vary from Sprite to Sprite, but they often involve conjuring ghostly objects and firing beams of Sprite lasers, some of which can harm or heal.

Unless a Sprite is a duplicate of a player character, the Game Master should treat each Sprite simply an NPC with the name "[Name]sprite" that is an ally to the player characters.

A. Sprite Mechanics

Players tend to discover the mechanics of how Sprites work as they play Sburb. Sprites are powerful allies to have, but they can be dangerous if not handled properly.

1. Prototyping

Sprites can have two objects affect their constitution over the course of their lives. When an object makes contact with a Sprite

and becomes absorbed into its constitution, such an event is called prototyping. Sprites are alive, even if they are barely intelligent until modified. Potentially any item or object can be used for prototyping, but Sprites sometimes attempt to evade being prototyped by items that could be disastrous for the player. If a living person touches a Sprite, the person can possibly be used to prototype the Sprite, but that only happens if the person wills it. However, a Sprite can be prototyped with another Sprite without consent, even with only the slightest touch.

If a piece of art, such as a book, drawing, painting, movie, or poster, is used to prototype a Sprite, the contents contained within the art affect the Sprite and not just the media itself. For example, if a Colonel Sassacre book is used to prototype a Sprite, the Sprite would take on the personality and form of the caricature of Colonel Sassacre, not the book, even though it is possible that the Sprite might retain some facet of the book.



If a Sprite is prototyped with a dead body or a living one, the Sprite takes on the personality of the being that constitutes it. Sprites can then effectively be used to resurrect any living thing, and it is possible for players to self-prototype. If a Sprite is prototyped with an animal, the animal gains the ability to speak with added Sprite intelligence. If a Sprite is prototyped with an intelligent being, the person gains Sprite knowledge thanks to being a Sprite now. If a Sprite is prototyped with nothing that is living, sentient, or implied sentient in any way, then the Sprite continues to be barely intelligent just the way it always was. Also, Sprites retain the Aspects and any God Tiers of players used to prototype them.

If a Sprite is only prototyped once and with a sentient being, the Sprite can still interact with other things and touch others things without prototyping, unless the Sprite chooses otherwise or comes in contact with another Sprite. If a Sprite is prototyped using two different sentient beings, the result can vary wildly. If the two personalities don't quite feel whole, it is possible that they would complement each other and create an entirely new identity. If the two personalities conflict, it is possible that they would live a tortured existence. If the two personalities really conflict, it is possible that they would die in a Sprite explosion that resulted from the incompatibility.

2. Hatching

When a Sprite is prototyped prior to entering the Session, it retains its dormant, circular, and simplified form, often appearing as just a head with accessories. Once the Sprite enters the Session with its player, the Sprite hatches, sending a kernel to spires on both Prospit and Derse. The data from the first prototyping is broadcast to throughout the Medium of the Session. Once a Sprite hatches, it gains its full-body form, gaining torsos and arms. However, hatched Sprites have ghostly tails and thus don't have legs.

It is possible, however, for a Sprite to hatch early in a crisis. If that is done, the Sprite gets its full-body form, but the prototyping data remains within the Sprite until it and its player enter the Session, at which point events transpire the same as they would've otherwise.



3. Effects on the Medium

When a Sprite hatches, the data from its prototyping is sent to Prospit and Derse, and that data goes on to affect the entire Session. Sburb intends that players prototype once before entering the Session and once after entry, but the decision is ultimately up to the players. Most players do as intended, but some players may prototype their Sprite twice prior to entry. All players must prototype at least once prior to entry to have a Viable Session. If a single player doesn't prototype their Sprite prior to entry, they cannot win the game, as the entire Session will be a Void Session.

The prototyping data is applied to the Underlings, Carapacians, and Command Stations, which then take on facets of the items used to prototype the Sprites. Players can thus use prototyping to determine the difficulty level of Sburb. If they prototype powerful things like First Guardians, Horrorterrors, or weapons of mass destruction, they could make the game incredibly difficult when this data is applied across the Session. However, if players prototype brittle or weak things like paper, edible items, or pacifists, they could make the game incredibly easy.



Typically, each Underling only takes on a few prototyping traits. Therefore, some Underlings only resemble one or two of the Sprites. However, some Underlings, especially the tougher ones, can exhibit most of the Sprites in at least some fashion. Carapacians have different capacities for exhibiting these traits. Pawns, for example, that don't participate in combat, don't change their form, but their royalty and their tradition does decree that they begin to dress in a style adhering to the newly acquired prototyping data. When higher ranking Carapacians come into being, they exhibit some of these traits, just like the Underlings.

However, the most noticeable transformations are those by the royalty. The Queens possess Rings, and the Kings possess Scepters. Both the Rings and the Scepters transform any Carapacian adorning them into a powerful entity exhibiting the traits of every Sprite simultaneously. These traits are lost, however, if the user loses their Ring or Scepter. There's also the Command Stations within the meteors in the Veil. There's one for each player, and each resembles that player's Sprite in some way.

4. Guidance

Sprites have knowledge about how the Sburb is supposed to be played. Therefore, if a player prototypes their Sprite with something that enables it to communicate, the Sprite can inform its player how to best proceed through the game. Sprites tend to make this information only a piece at a time and do so in cryptic and mysterious ways, with the intention that the player do most of the discovery themselves. However, if a Sprite has a personality because it has been prototyped with an intelligent being, the Sprite can choose to play along, to just give the player the information as they see fit, or to not give information as they see fit. Keep in mind that some Sprites made from resurrected people may need time to acclamate before they can start giving

players advice or guidance. Also note that the Sprites only have knowledge on how Sburb is supposed to be played. If the game deviates, they can be as ignorant as anyone else.

5. Pendant

After progressing into the building phase of Sburb, Sprites are prompted by their knowledge of the game to provide a Sprite Pendant to their players. Each Sprite gives this Sprite Pendant to their player, but it must be given in person. Therefore, if a



player abandons their Sprite, they may never see the Pendant. The Pendant can be used by the player or by anyone who can acquire it. The primary function of the Pendant is as a means for the player to summon their Sprite immediately to their location. A secondary function of the Pedant allows the Sprite to hide within the Pendant, and this can be done by the player without the Sprite's consent or by the Sprite on its own.

6. Release

Around the time players are on the precipice of war with the Army of Darkness, Sprites tend to ask their players to be released, which means the player would allow the Sprite to have its own Pendant back, and the Sprite would no longer be under obligation to assist the player. Such acts are up to the choice of the Sprites and the players, and Sprites can continue to be of assistance to the players afterwards. However, around this time, Sprites are also curiously drawn to the Battlefield to involve themselves in the war, so a Sprite usually eventually asks to be released so that it can go to the Battlefield. Many Sprites die fighting on behalf of the Army of Light.



B. Sprite Stages

Sprites exist in four basic forms, each progressively more complex and composed of more prototyping than the last.

1. Kernelsprites

When Sprites are initially released from the Cruxtruder, they exist in the Kernelsprite form. This form is essentially a blank template. Since it is ready to be prototyped with any conceivable item, Kernelsprites don't last very long unless players are extremely negligent or very unfortunate. They can attempt to speak, but their language exists of an unknown code consisting of squares and spirographs. They tend to follow others around, hoping to be prototyped with something.



2. Tier 1 Sprites

When Sprites are prototyped with their first component, they exist in the Tier 1 form. However, they don't fully grow into this form until they've hatched upon entering the Session. Tier 1 Sprites follow all of the rules about how Sprites behave and can assist their players, but they can still be prototyped once more. Therefore, they are still somewhat reactive with other items but highly reactive with other Sprites.



3. Tier 2 Sprites

When Sprites are prototyped with their second component, they exist in the Tier 2 form. However, if they were prototyped twice before entering the Session, they don't fully grow into this form until they've hatched upon entering the Session. Tier 2 Sprites follow all of the rules about how Sprites behave and can assist their players, and they can no longer be prototyped. Therefore, are no longer reactive, except with Tier 1 Sprites.



4. Sprites^2

If a Tier 1 Sprite is prototyped with another Sprite, they become what is known as a Sprite^2, or alternatively Spritesquared, Squaredsprite, or Sprite².

Sprites^2 are the most complex form of Sprite known, although it is theoretically possible to increase the exponent through additional Tier 1

Sprite prototypings. Theoretically, a four-player Session could have one Tier 1 Sprite prototyped with a Tier 1 Sprite prototyped with a Tier 1 Sprite prototyped with a Tier 1 Sprite and then prototyped with some other item, to make a Sprite^4.



When Sprites^2 are composed of Sburb players that were formerly Dream Selves, they Sprites^2 wear outfits that resemble their Dream Selves' outfits, but with alterations to the outfits or Signs to appropriately represented the amalgamated Sprites^2. Sprites^2 retain the memories of the beings that constitute it, but they gain additional powers that other Sprites don't have. Sprites^2 can recall the memories of alternate versions of the people the constitute them. For example, Davepetasprite^2 can recall the memories of all Daves and all Nepetas from every alternate timeline. This knowledge can be incredibly powerful on its own, but Sprites^2 possess more utility over their Sprite powers, as well as the combined powers of the people or items of which they are composed.

Sprites^2, however, can be difficult to see for extended periods of time for those with sensitive conditions, as they quickly alternate between the colors of the Sprites that they once were.

C. Known Sprites

Sprites can come in essentially any conceivable form. What follows below is a list of known combinations to serve as examples for all kinds of Sprites that can be prototyped.

TYPE	PART 1	PART 2	SPRITE
Tier 1	Harlequin		Harlequinsprite
Tier 2	Harlequin	Nanna	Nannasprite
Tier 2	Jaspers	Eldritchdoll	Jaspersprite
Tier 1	Impaled Crow		Crowsprite
Tier 2	Impaled Crow	Li'l Cal	Calsprite
Tier 2	Impaled Crow	Dave	Davesprite
Tier 1	Becquerel		Becsprite
Tier 2	Becquerel	Jade	Jadesprite
Tier 1	Frog Statue		Frogsprite
Tier 2	Frog Statue	Aradia	Aradiasprite
Tier 1	Bicyclops		Bicysprite
Tier 1	Crabdad		Crabsprite
Tier 1	Pounce		Pouncesprite
Tier 1	Mother Grub		Mothersprite
Tier 1	Dragon		Dragonsprite
Tier 1	Aurthour		Aurthoursprite
Tier 1	Gl'bgolyb		Gl'bgolybsprite
Tier 1	Tavros		Tavrosprite
Tier 2	Tavros	Vriska	Tavrisprite
Tier 2	Tavros	God Cat	Gcatvarosprite
Tier 1	Equius		Equiusprite
Tier 2	Equius	AR Dirk	ARquiusprite
Tier 2	Nepeta	Feferi	Fefetasprite
Tier 1	Rose		Rosesprite
Sprite^2	Jaspersprite	Rose	Jasprosesprite^2
Tier 2	Eridan	Sollux	Erisolsprite
Tier 1	Nepeta		Nepetasprite
Sprite^2	Nepeta	Davesprite	Davepetasprite^2

X. Leveling Up

As players progress through their Session, there are certain statistics that constitute their progress and levels. Often these stats change based on actions throughout the game, and they come in a few forms.

A. Strife

Strife, also known by the Trolls as Grief, refers to the main form of combat in Sburb and elsewhere. Often Sburb players Strife against their Guardians in non-lethal manners. However, when players Strife against enemies in the Session, Strife can often turn into a lethal affair.



Whenever a player wants to combat another character, the player should announce they want to Strife. The Game Master can provide the options that are available for the player to choose in Strife below. The Game Master retains the right to make some options unavailable based on the situation. For example, if a player character is unable to move their legs, the Game Master could not allow the player to Abscond. Keep in mind that Strife is not necessary for combat, and combat can be done without invoking Strife. Strife limits combat options, which can be both good and bad, but the idea is for it to prepare players for combat before going into true combat without Strife.

1. Abjure

When a player Abjures in Strife, they refuse to accept something being given or sent to them by the opponent. The player tends to close their eyes, raise their hands, and emotionally flip out. Abjuring fails if an enemy has nothing to refuse, or if refusing what the enemy is offering doesn't affect the enemy.

2. Abscond

When a player Absconds in Strife, they attempt to escape from Strifing with the opponent. The player tends to turn around and run the opposite direction from the enemy immediately. Absconding fails if an enemy is fast enough to stop the escape attempt or if the player physically cannot escape.

3. Abstain

When a player Abstains in Strife, they refrain or resist a temptation posed by an opponent. This can be used as a defensive technique as the player braces themselves for the enemy's next move. Abstaining fails if something reliably prevents the player from bracing, refraining, or resisting.

4. Aggress

When a player Aggresses in Strife, they attempt a risky attack upon an opponent. The player tends to attempt a type of attack that is risky but has the potential to pay off but may not. Aggressing fails if the risk doesn't pay off or if the attack doesn't affect the enemy.

5. Aggrieve

When a player Aggrieves in Strife, they attempt a generic attack upon an opponent. The player tends to attempt a basic type of attack that is simple and direct. Aggrieving fails if the enemy manages to outspeed the player and evade the attack.

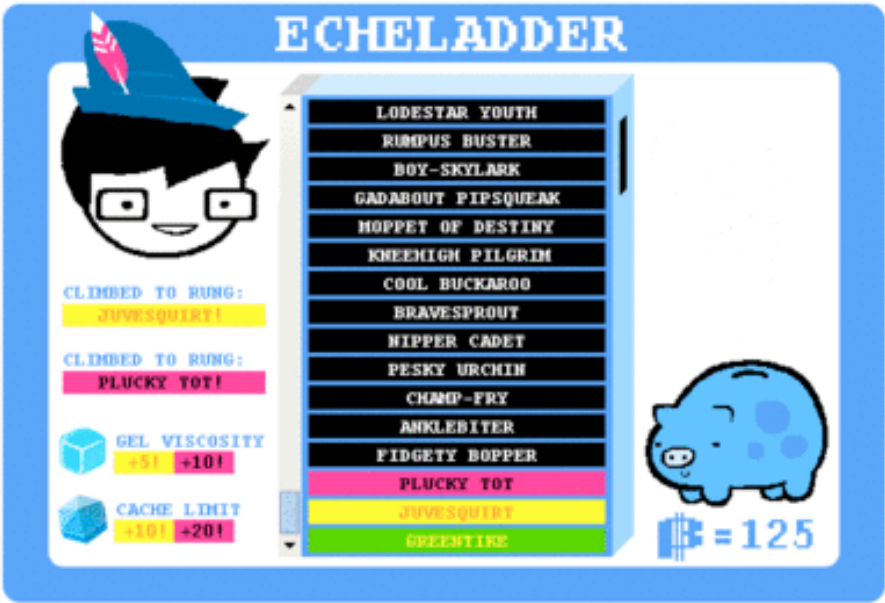
6. A Variation

Players can have a multitude of other Strife techniques dependent on their personality or particular weapons and abilities, but they all start with the letter A. For example, players have created Strife techniques like Abuse, Accede, Accuse, Aggress Passively, Aggrub, Arf, Armamentify, Arraign, Arsenalize, Artillerate, Assail, and Assault.

When a player wants to use a technique in Strife but doesn't like any of the options they have, the player can attempt to create their own Strife technique. The player must tell the Game Master the name of the technique, and the Game Master can approve or disapprove of the plausibility of the technique. The name must start with the letter A, although it doesn't necessarily need to be a real word.



B. Echeladder



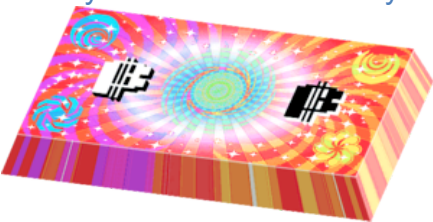
The Echeladder is the system of levels and stats within Sburb. Its main task is recording levels. Any entity can have a Echeladder, including Sburb players, other beings, and unequipped, inanimate objects. By defeating enemies or completing noteworthy tasks, players can ascend the levels, called Achievement Rungs. Each Echeladder has unique names for each Achievement Rung. The names are often long and obtuse, and they start indicating how weak and pathetic the Sburb player is. However, when the player reaches the top of the Echeladder, the names tend to be somewhat more respectful and indicative of the player's Title. The player may also receive a hat with a colored feather or a souvenir frog. Tasks that can result in climbing Achievement Rungs include defeating Underlings, participating in Strife, completing part of the main quest, doing something exceptionally cool, or accomplishing some other great feat.

Use the Stats Sheet for each player to keep track of each player’s Echeladder. It isn’t necessary to keep track each individual level and stat, but the Game Master should try to generally keep up with it and keep players informed. Just tell them they leveled up anytime they do something important, and give them an estimated reward.

1. Boondollar



Boondollars the currency used by all residents of all Sessions in Sburb. They can be earned primarily by climbing Achievement Rungs in the Echeladder, but they can also be earned or found elsewhere, as they are the primary currency used by all residents. Boondollars can be used to pay for citations, stocks, clothing, food, and Fraymotifs from Consorts, Carapacians, or other players. As players progress through the game, they are bound to have exponentially larger amounts of Boondollars at their disposal, and by the time they have finished the game, excessive amounts of Boondollars may be worthless as they’ve purchased anything they could’ve wanted. To make handling Boondollars in larger increments easier, they come in several denominations.



TYPE	VALUE	APPEARANCE
Boondollar	1	Very small coin
Boondollar	2	Small coin
Boondollar	10	Coin
Boondollar	100	Large coin
Boonbuck	10^6	Heavy bar-like bill
Booncase	10^12	Briefcase
Boonbond	10^18	Virtual or check-note
Boonbank	10^21	Virtual or check-note
Boonmint	10^24	Virtual or check-note

2. Ceramic Porkhollow

The Ceramic Porkhollow is an animated coin bank that is also a game construct made to store Boondollars for a player. However, they are only designed to hold Boondollars and are useless for holding anything more than that. That doesn't stop players from having Boonbucks and higher denominations anyway, but such heavy denominations can destroy the Ceramic Porkhollow.



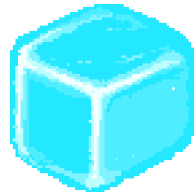
3. Health Vial

The Health Vial is an approximate measure of health for a player. It doesn't account for specific injuries, but it does record a general amount of healthiness for the player. Each player's Health Vial is made of Vitality Gel and can be recovered with Vitality Gel, although the Health Vial does recover on its own slowly over time. Once the Health Vial reaches zero, a player is in mortal danger and should be saved immediately lest they die.

Use the Stats Sheet to keep track of each player's Health.

4. Vitality Gel

Vitality Gels are pulsating cubes and game constructs that are occasionally dropped by Underlings in lieu of Grist. They only drop if players are nearby that are low on Health, for they can be used to refill a player's Health Vial.



5. Gel Viscosity

Gel Viscosity is a player stat that can be increased as the player climbs the Achievement Rungs on their Echeladder. Gel Viscosity makes it more difficult for the player's Health Vial to be reduced when taking damage, thereby acting as a defense stat.

Use the Stats Sheet to track Gel Viscosity. With one Gel Viscosity, all damage to that player is reduced by one Gel unit.

6. Cache Limit

The Cache Limit is a player stat that can be increased as the player climbs the Achievement Rungs on their Echeladder. Players can only hold a finite amount of Grist in their Grist Caches, as dictated by their Cache Limits.

Enforce this rule particularly if players attempt to acquire ridiculous amounts of Grist early in the game.

7. Mangrit

Mangrit is a player stat that can be increased as the player climbs the Achievement Rungs on their Echeladder. It dictates how much damage a player can do without weapons and how much brute strength they possess. Every Sburb player has this stat, so it is presumably instead called Womangrit for female players.

The Game Master should use the Stats Sheet to keep track of this stat to remember how much damage should be done to NPC's.

C. Fraymotifs

Fraymotifs are special techniques that players can purchase in Sburb. They channel their players' Aspects and tend to have a musical theme. Each Player Planet has one or more shops that sell Fraymotifs to their player. These abilities



can be costly, but they are powerful and allow players to utilize their Aspects even without going God Tier.

Since the Game Master knows each player's Aspect, they should plan ahead on what Fraymotifs they can acquire.

1. Individual

Each player can purchase three Individual Fraymotifs. These abilities can be triggered by that player alone. The only known Individual Fraymotifs are three for Breath, including Feathercadence, Pneumatic Progression, and Breathless Battaglia. However, each Aspect has three Fraymotifs.

2. Combinational

Each player can purchase a number of Combinational Fraymotifs equal to the number of other players in their Session. These abilities can be triggered by two Sburb players working together, but only one player needs to have purchased the Fraymotif. What follows is a list of known Combinational Fraymotifs.

ASPECT 1

Breath
Breath
Breath
Time

ASPECT 2

Time
Light
Space
Space

FRAYMOTIF

Ivories in the Fire
Mixolydian Maelstrom
Fantasia's Inhale
Adagio Redshift

3. Situationally Combinational

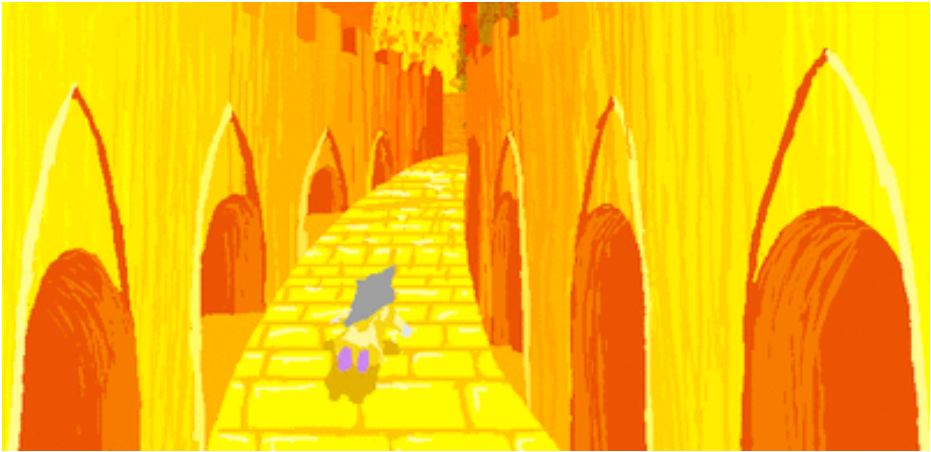
Rarely, players can combine their Aspects on their own and create new, temporary Fraymotifs. Naturally, such Fraymotifs are situational and cannot be purchased. They can only be made by players that have an immense bond or trust between them and only in the most dire of circumstances. These are also the only kind of Fraymotif that can be created between more than two players at a time. Situationally Combinational Fraymotifs have only ever been known to be used against end game bosses.

D. Dream Selves

Dream Selves are alter egos and alternate bodies, with one existing for every being that eventually becomes a player of Sburb. Each player has a Dream Self that has existed as long as they've lived. Dream Selves have designated towers on which they live on the moons of Prospit and Derse. Roughly half of the Dream Selves of each Session reside on the Prospitian Moon, while roughly half reside on the Dersite Moon. Which residence the Dream Self of a player has depends on their Lunar Sway. The appearance of the residence is also determined by the Dream Self, although such dreamt conjurings are real objects taken from the void of Paradox Space.

Dream Selves tend to look like the players' real selves, or at least what the players truly imagine themselves to be. They can also fly and hover at their own whims. When a Sburb player goes to sleep, they can then roam as their Dream Self, but only if they

have already had their Awakening. Once they reawake as their real self, the Dream Self disappears and reappears asleep in the bed in their tower. Through this system, Sburb players can be productive even in their sleep. While players do switch their consciousness between their real selves and their Dream Selves, they are two distinct entities, two different versions of each Sburb player. However, Dream Selves tend to act sleepy with hazy judgement and less inhibitions.



A player can be killed long before the game even begins but still be capable of playing the game with enough forethought. There are a few ways this could be done, such as with an artificial intelligence or an incredibly gifted Burgundy blood psychic Troll leaving a ghost. If this happens, such a player could still have a Dream Self, but the Dream Self would also be dead. This Dream Self would be at the center of Prospit or Derse on the Sacrificial Slab, just waiting for someone to revive them. It is also possible for a single being to have multiple Dream Selves. For example, a Cherub's two distinct identities can have separate Dream Selves, and certain bifurcated Trolls have had separate Dream Selves as well. When this is done, usually one Dream Self is on Prospit, while the other is on Derse.

Yes, ghosts are a thing, too. Dream Selves essentially count as an extra player character that players can potentially control. For more information on Lunar Sway, see “Section IV.F. Lunar Sway”.

1. Prospit Dreamers

Prospit Dreamers are Dream Selves with Prospit Sway. They live in the golden towers on the Prospitian Moon and are regarded fondly by the Prospitians. Prospit Dreamers wear traditional Prospitian clothing reserved specifically for the Dream Selves, although usually adjusted based on their personalities. Every so often in Prospit’s orbit around Skaia, the Prospitian Moon eclipses the outermost reaches of Skaia, and during this time, Prospit Dreamers can witness the Oracle Clouds. They can use the information that is depicted within them as an advantage in their Session, as this information can be shared by their waking selves when they awake.



For more information on the Oracle Clouds, see “Section XII.B.1. Oracle Clouds”.

2. Derse Dreamers

Derse Dreamers are Dream Selves with Derse Sway. They live in the purple towers on the Dersite Moon and are regarded suspiciously by the Dersites. Derse Dreamers wear traditional Dersite clothing reserved specifically for the Dream Selves, although usually adjusted based on their personalities. Every so often in Derse's orbit near the edge of the Incipisphere, the Dersite Moon eclipses the edge, and during this time, Derse Dreamers can commune with the Horrorterrors. They can use the information that is conveyed to them as an advantage in their Session, as this information can be shared by their waking selves when they awake.



For more information on the Horrorterrors, see “Section XIII.D.2. Horrorterrors”.

3. Awakening

When a Sburb player's Dream Self awakens for the first time, they are said to have gone through their Awakening. Most players have much difficulty in Awakening and only awaken part-way through the game. Some players are unfortunate and only awake when it is far too late. Some lucky players awaken long before the game begins. Occasionally, players can sleep-walk or sleep-fly as their Dream Selves before they've awoken. Once players have had their Awakening, they can switch between their real selves and the Dream Selves reliably whenever they sleep. Until players awake, they may have some disturbances within their room in the tower in the form of magic drawings on their walls that reveal their subconscious.

4. Second Lives

If a player's real self is wounded, their Dream Self suffers the same wounds after a delay. Therefore, if a player's real self dies, their Dream Self dies shortly afterwards, with some exceptions. For example, there exists a special rule that specifies if a dying or dead player is kissed by another player, the dying or dead player can shift their consciousness permanently into their Dream Self and take over as their Dream Self, which also heals completely. The kiss can be performed on the dying or dead real self or Dream Self, but this will not work if the Dream Self has already been killed. This essentially allows the Dream Self to function as an extra life. If a player attempts to dream when their Dream Self is dead, their consciousness instead dreams of the void of Paradox Space, forming Dream Projections.



For more information on Dream Projections, see “Section XIII.D.3.ii. Dream Projections”.

E. God Tiers

Work in progress.

1. Ascension

Work in progress.

i. Quest Beds

Work in progress.

ii. Sacrificial Slabs

Work in progress.

2. Powers and Abilities

Work in progress.

3. Conditional Immortality

Work in progress.

4. Magic Pajamas

Work in progress.

5. Kiddie Camper Handysash

Work in progress.

6. Achievement Badges

Work in progress.

i. Gift of Gab

Work in progress.

ii. Pick Up and Go

Work in progress.

iii. Interpersonal

Work in progress.

iv. Skeleton Key

Work in progress.

v. Universal Specibus

Work in progress.

XI. Armies of Light and Darkness

Work in progress.

A. Carapacians

Work in progress.

1. Prospitians

Work in progress.

2. Dersites

Work in progress.

B. Ranks

Work in progress.

1. Pawns

Work in progress.

2. Rooks

Work in progress.

3. Siege Titans

Work in progress.

4. Bishops

Work in progress.

5. Arch Deconstructors

Work in progress.

6. Knights

Work in progress.

7. Agents

Work in progress.

i. Archagent Jack Noir

Work in progress.

ii. Draconian Dignitary

Work in progress.

iii. Hegemonic Brute

Work in progress.

iv. Courtyard Droll

Work in progress.

8. Queens

Work in progress.

i. White Queen

Work in progress.

ii. Black Queen

Work in progress.

9. Kings

Work in progress.

i. White King

Work in progress.

ii. Black King

Work in progress.

C. Weaponry

Work in progress.

1. Vehicles

Work in progress.

i. Drop Ships

Work in progress.

ii. Airplanes

Work in progress.

iii. Battleships

Work in progress.

2. Rings

Work in progress.

i. Ring of White Queen

Work in progress.

ii. Ring of Black Queen

Work in progress.

iii. Right of Life

Work in progress.

iv. Ring of Void

Work in progress.

v. Red Miles

Work in progress.

3. Scepters

Work in progress.

i. Scepter of White King

Work in progress.

ii. Scepter of Black King

Work in progress.

iii. The Reckoning

Work in progress.

D. Exiles

Work in progress.

XII. Game World

Work in progress.

A. Session

Work in progress.

1. Types of Sessions

Work in progress.

i. Viable Session

Work in progress.

ii. Null Session

Work in progress.

iii. Void Session

Work in progress.

iv. Dead Session

Work in progress.

2. The Incipisphere

Work in progress.

3. The Medium

Work in progress.

4. The Furthest Ring

Work in progress.

B. Skaia

Work in progress.

1. Oracle Clouds

Work in progress.

2. Gates

Work in progress.

i. Skaian Defense Gates

Work in progress.

ii. The Seven Gates

Work in progress.

iii. Return Nodes

Work in progress.

3. The Battlefield

Work in progress.

i. Unprototyped

Work in progress.

ii. 25% Prototyped

Work in progress.

iii. 50% Prototyped

Work in progress.

iv. 75% Prototyped

Work in progress.

v. Complete Mobius Net

Work in progress.

vi. The Tumor

Work in progress.

4. Victory Platform

Work in progress.

5. Genesis Frog

Work in progress.

6. Black Hole

Work in progress.

C. Player Planets

Work in progress.

1. Land Templates

Work in progress.

2. Building

Work in progress.

3. Consorts

Work in progress.

i. Salamanders

Work in progress.

ii. Turtles

Work in progress.

iii. Crocodiles

Work in progress.

iv. Iguanas

Work in progress.

v. Brains

Work in progress.

vi. Angels

Work in progress.

vii. Undead

Work in progress.

4. Side Quests

Work in progress.

i. Frog Breeding

Work in progress.

ii. The Forge

Work in progress.

iii. The Scratch

Work in progress.

iv. Scratch Construct

Work in progress.

5. Underlings

Work in progress.

i. Imps

Work in progress.

ii. Ogres

Work in progress.

iii. Basilisks

Work in progress.

iv. Liches

Work in progress.

v. Giclopses

Work in progress.

vi. Titachnids

Work in progress.

vii. Acherons

Work in progress.

viii. Lich Queen

Work in progress.

6. Denizens

Work in progress.

i. Minions

Work in progress.

ii. Typheus

Work in progress.

iii. Echidna

Work in progress.

iv. Cetus

Work in progress.

v. Hephaestus

Work in progress.

vi. Hemera

Work in progress.

vii. Abraxas

Work in progress.

viii. Nix

Work in progress.

ix. Yaldaboath

Work in progress.

7. Dead Session Planets

Work in progress.

i. Planet Billiards

Work in progress.

ii. Leprechauns

Work in progress.

D. Misc Locations

Work in progress.

1. Prospit

Work in progress.

i. Prospitian Kingdom

Work in progress.

ii. Prospitian Moon

Work in progress.

2. Derse

Work in progress.

i. Dersite Kingdom

Work in progress.

ii. Dersite Moon

Work in progress.

3. The Veil

Work in progress.

i. Ectobiology Labs

Work in progress.

ii. Paradox Slime

Work in progress.

iii. Paradox Clones

Work in progress.

iv. Black Alchemy

Work in progress.

v. Transportalizers

Work in progress.

vi. Frog Temple

Work in progress.

vii. Lotus Time Capsule

Work in progress.

viii. Command Station

Work in progress.

ix. Computer Terminal

Work in progress.

x. Appearifier

Work in progress.

xi. Sendificator

Work in progress.

xii. Transmaterializer

Work in progress.

xiii. MSPA Command Station

Work in progress.

XIII. Paradox Space

Work in progress.

A. Innocuous Doubles

Work in progress.

B. Jujus

Work in progress.

1. Grandfather Clock

Work in progress.

2. Magic Cue Ball

Work in progress.

3. Die's Doll and Pins

Work in progress.

4. Stitch's Effigies

Work in progress.

5. Eggs' Timer

Work in progress.

6. Biscuits' Oven

Work in progress.

7. Quarters' Quarters

Work in progress.

8. The Felt's Safe

Work in progress.

9. Chess Set

Work in progress.

10. Green and Red Suckers

Work in progress.

11. Lil' Cal

Work in progress.

12. The Treasure

Work in progress.

13. Juju Breaker

Work in progress.

C. Timelines

Work in progress.

1. Alpha Timelines

Work in progress.

2. Doomed Timelines

Work in progress.

3. Stable Time Loops

Work in progress.

4. Circumstantial Simultaneity

Work in progress.

5. Retcon

Work in progress.

D. Beyond the Furthest Ring

Work in progress.

1. Center of Paradox Space

Work in progress.

i. Green Sun

Work in progress.

ii. Green Hole

Work in progress.

iii. First Guardians

Work in progress.

2. Horrorterrors

Work in progress.

i. Smaller Gods

Work in progress.

ii. Middling Gods

Work in progress.

iii. The Noble Ring

Work in progress.

3. Dream Bubbles

Work in progress.

i. The Afterlife

Work in progress.

ii. Dream Projections

Work in progress.

iii. Dream Constructs

Work in progress.

iv. Rebubbling

Work in progress.

E. Other Planes of Existence

Work in progress.

1. Hussiespace

Work in progress.

2. Non-Canon Space

Work in progress.

3. Outside Homestuck

Work in progress.

XIV. Accreditation

This document is a work in progress. I had hoped to finish it before releasing it, but it seems that it will still be a matter of months before I can finish it. So, to be safe, I'm just releasing it as it is. Hopefully I can release the final version later. I'd also like to make the artwork for the Sheets and whatnot, but we'll see. This is just a project I worked on in my free time. I love Homestuck, and being productive on something I enjoy helps to keep me sane. The reason I made this was because I liked the idea and wanted to write out a rulebook for it.

Anyhow, while I wrote all of this myself, I must credit my sources. First of all, Homestuck is owned **by Andrew Hussie and his company, What Pumpkin**. I claim no ownership of his content. This is just a fan production. (Although, hey, Hussie, contact me if you want to make it legit.) Secondly, I did a considerable amount of research using the **MSPA Wiki**, an invaluable resource. Still, no plagiarism was done, and I double-checked all of the information to the best of my knowledge. To make the rules clear enough for an actual game to be played, I admit that I did have to fill in some gaps on things that were poorly understood or things that didn't have known names. In addition, all images in this document can either be found in Homestuck itself, be found on the MSPA Wiki, or were custom made.

Some random notes, WIP

BIO

Name
Species
Variant
Gender
Age
Year
Homeworld
Class
Aspect
Lunar Sway
Sign

STATS

Levels
Boondollars
Health Vial
Vitality Gel
Gel Viscosity
Cache Limit
Man Grit
Fraymotifs
God Tiers
Achievement Badges

INVENTORY

Equipment
Sylladex
Fetch Modi
Modus Control Deck
Strife Portfolio

GRIST CACHE

Build Grist
Other Grist

Rare Grist

Captchatalogue Cards

Fetch Modi

Modus Control Decks

Strife Specibi

Equipped Sheets

Sylladex Sheets

Strife Portfolio Sheets

Server Player Controls Sheet

Phernalia Registry Sheet

House Layout Sheets